



Beta Manual





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INSTALLING GREAT INVASIONS

Installing Great Invasions

Start your computer and insert the CD called Great Invasions in your CD-ROM drive. The setup program will start automatically. Follow the on-screen instructions to install the game.

If Autoplay is not activated, start the setup program by double clicking on My Computer, the icon of your CD-ROM drive and then SETUP.EXE.

Microsoft (R) DirectX 8.1 (R) must be installed on your PC. If not present, you have to launch the DirectX Installer you can find inside the CD-ROM.

Once the game has been installed, you can start the game from the Windows Start menu or by inserting the CD called Great Invasions.

Warning: the CD is copy protected.

Minimum system requirements:

Processor:	Intel Pentium III or AMD Athlon, 800 MHz
RAM:	256 MB
Graphic card:	64 MB vRAM, DirectX 8.1 compatible
Sound card:	16-bit, DirectX 8.1 compatible
CD:	8x
Peripherals:	Microsoft compatible keyboard and mouse
Operating system:	Windows 98, 2000, ME or XP
Hard disk:	800 MB free disk space
DirectX:	Version 8.1+

Recommended system requirements:

Processor:	Intel Pentium III or AMD Athlon, 1600 MHz
RAM :	512 MB
Graphic card:	128 MB vRAM, DirectX 8.1 compatible
Sound card:	16-bit, DirectX 8.1 compatible
CD:	8x
Peripherals:	Microsoft compatible keyboard and mouse
Operating system:	Windows 98, 2000, ME or XP
Hard disk:	800 MB free disk space
DirectX:	Version 8.1+

Uninstalling Great Invasions

Select Add / Remove Programs in the Control Panel. Select Great Invasions, then click Add / Remove. This will uninstall the main program and all the data files Great Invasions, including the files created by the player during the game (such as saved games).





WINNING THE GAME: LIVE THROUGH THE DARK AGES

The player leads a set of different nations and peoples throughout 700 years of European history. To win, the player must have acquired the largest amount of victory points. Those victory points are accumulated separately and individually for every nation that the player controls. There, according to circumstances, he must be active in:

- Warfare.
- Economics
- Religion
- Diplomacy

Objectives

- Make sure each of your nations stays in the game as long as possible,
- Win the scenario by scoring the largest amount of Victory Points,
- Earn victory Points from specific objectives for each nation you control,
- Prevent other players to win.

Particularities

Do not be surprised by the following occurrences:

- Any nation may disappear from the game through old age, decadence, events or conquest,
- A nation you control may be replaced at some point by one or more new ones, that you will NOT control (case of civil wars or empire crumbling)
- Different nations that you all control may still fight each other (via events or diplomacy)
- Religious factors are rather important; being an heretic is sometimes a difficult situation for a ruler.

Normal Scenario Victory

Won by a player with the most victory points.

Scores and Performances

Visible through the statistics in the Palace (accessed by clicking on the King character located on the left-hand side of the bottom interface).

START-UP

Single or Multiplayer Game

Great Invasions can be played either single player versus 3 other AI-controlled player, or multiplayer with up to 3 other human players (for a maximum of 4 human players in total). Select which type of game you want.

A game is limited to 4 players in order to maintain a good balance among nations (especially in Historical or Semi-Historical modes in which all or part of the various nations are assigned at the start of the game). More than four players is also not so common in network gaming.

Your three adversaries are either controlled by other players (multi-player game) or by artificial intelligence (single-player game). Select the type of game that you wish to play.

To continue playing a saved game, simply select and load the saved game you want. Click on the door in the main interface or press the "Esc" key to access Options menu and saved games.





Load Saved Game

Select in the list the previously saved game you want to play to reload it.

Type of Play Sessions and Campaigns

Select which type of play session (single or multiplayer) you wish to join, then which scenario you want to play. Scenarios types in Great Invasions are grouped in three distinct categories:

- **Historical Campaigns:** the set of nations you control is historically pre-set and, in principle, rather balanced. Your main task is to make sure each of them makes the best out of the target regions they are given upon appearance. There is no need to bid your victory points (VP) on nations in these campaigns. Usually, historical behavior will be the most rewarding there.
- **Semi-Historical Campaigns:** you are playing only with a few nations that are granted to you at no cost (usually important ones). Most other nations are open for competitive bids among the 4 players, although a few of them will still be off-limits. Objectives are the same as in Historical campaigns, but the challenge is tougher because most nations cost you VP to acquire.
- **Free-For-All Campaigns:** here, you start with only one nation. Then you have to enter competitive bids for all other nations that will join the game. These campaigns have the full set of rules and are the most complete and challenging ones because there are no best course for action.

Multiplayer Game

For best network gameplay, we recommend that all players have a connection with at least 512Kb/s and TCP/IP protocol. The game host selects a scenario from the list, and is responsible for adjusting the game speed and for saving games. Please note that the pause command is deactivated in multi-player mode.

For a local network game (LAN), you can join an existing or create a new game after automatically searching for the game.

For an Internet game, you need to know your IP address in order to join in a game. The IP address changes with each new connection.

Type of Connection

- **Local Area Network (LAN):** once the automatic games search is done, you can join any existing one, or host a new one.
- **Internet:** you must know the Internet IP address of the host to join a game. To know your own IP address, please follow the instructions below. Unless you have a permanent connection, your IP address will change every time you connect to the Internet.

Finding your IP address

- Make sure you are connected to the Internet
- Under the start-menu, choose Run.

Win98/Me

- Type *winipcfg* and click OK.

Win2000/XP

- Type *cmd* and click OK.
- In the new window type *ipconfig* and press ENTER.

Save and Exit Game

Options/Save menu is accessed by clicking on the door sprite in the main interface or by hitting the Escape key.





COMMANDS, INTERFACE & MAP

Commands

- To scroll through the map, place the pointer on the side of the screen in the desired direction.
- Zoom in/zoom out: use the “Page up” / “Page down” keys (arrows) or the mouse wheel (4 zoom levels possible).
- To access the main menu: click the bottom right-hand button (see below) or press the “Esc” key.
- Pause: most orders can be given when paused (“Pause” key), but they will not be carried out until pause is deactivated. A new game always start paused.
- Change game speed: press the + / - keys on keyboard or the interface (upper-right, next to the sanglass).
- Validate messages or actions: press the “Enter” / “Return” key.
- Navigate in the various map sub-modes: press the “Tab” key.

Shortcut Key

- A full description is provided in the appendix

Interface



The Top Interface





The description of the elements is from left to right. This display is semi-transparent to allow you easier clicking on some of the northernmost areas of the game.

1. Active Nation

This groups various information about the nation currently selected, such as its shield, name, amount of gold in its treasury, administration and logistical points, and victory points obtained. The background changes according to nation's status.

2. Nations Controlled by Player

This central part can contain as many as 10 shields, the maximum number of nations a player can control at the same time. Click on a shield to select a nation. When a non-selected nation needs your attention, its shield will blink.

3. Victory Points

Your total number of victory points are indicated here (includes all nations, both past and present). Click to open and/or close a window showing the other players' scores.

4. Date and Speed

To increase or reduce speed, press the + and - keys (here, or on the keyboard).

The Bottom Interface

The description of the elements is also from left to right (top to bottom when applicable)

5. Character

Character represents the monarch (the leader, king or emperor) of the nation currently selected; his appearance varies according to age, status and ethnic group. He gives access to the palace (where you will find the game statistics). In the centre of the shield, you'll see the current age of the nation (this will appear reddish if it is possible to change the status).

6. Action Buttons

It is possible to have 4 different buttons at the same time, but they change according to the elements selected on the map, the mode chosen (see below), or according to the nation or religion currently selected. See below for more information on these keys.

7. Parchment

The parchment displays the most common information for a map selection.

Main zone: provides general and detailed information about the province and/or unit selected. The type of information provided depends on the map mode selected (see different modes). This zone may contain buttons for sub-categories. Note that you can see this information even if you have not selected a nation, and it may not be the nation belonging to the character represented on the left. To select a nation, click on the shield at the top of the screen.

Thumbnails on the bottom left: some map modes give you access to different sub-modes. You can display them successively by pressing the "Tab" key or by clicking on these tabs.

Thumbnails on the bottom right: these different tabs represent the stratagems which exist in this map mode. Stratagems which cannot be played are crossed out. (Note that stratagems are given to players and not to specific nations).

8. Map of Europe

This mini-map shows your position and lets you click to jump to a selected region; the map then repositions itself on the region.





9. Buttons for Map Modes

Click on these buttons to see (in this order) the military, economic, diplomacy, and religious maps.

10. Control Buttons for the Game

There are three buttons, from top to bottom:

Log and dialogues: one click opens a semi-transparent window where everything that happens during the game is noted. It also contains a dialogue box for communicating with your opponents during a multi-player game.

Messages: enables you to see game messages (events, actions, etc.) You can enlarge the window and scroll for more information.

Menu: this button opens the menu to save, quit or change the options (you can also access this menu using the Esc key).

Map Mode and Features

Fog of War

Fog of War (called FoW hereafter) represents the fact that players will have only a limited visibility of units other than their own during the course of the game. Adjacency, diplomacy, population, events and stratagems will affect this visibility. Depending on the selected active nation status and ethnics, the player will see:

- his own owned and controlled territory,
- all territories (both land and sea) where he has an army or a fleet (i.e. unit),
- all territories adjacent to the same,
- all territories where he controls the city,
- all territories belonging to the same region where the active nations has complete controls (Kingdoms and Empires only).

Otherwise, FoW applies to all territories where above conditions are NOT met. In Military mode, every unit present in such territories will be hidden to player, but this will be dynamically adjusted with movement and diplomacy (only every 30 days though, to avoid slowing down the game too much!).

Diplomatic effects will give full visibility of :

- units of allied nations.
- units adjacent or within the territories of all allied nations

Finally, FoW is altered by the play of some specific stratagems, such as Spy, Traitor or Reconnaissance.

Snow and Storms

Snow appears every year depending on meteorological patterns. Storms can appear randomly in sea zones. In both cases :

- Speed of movement is highly decreased,
- Attrition losses increase
- More frequent during winter



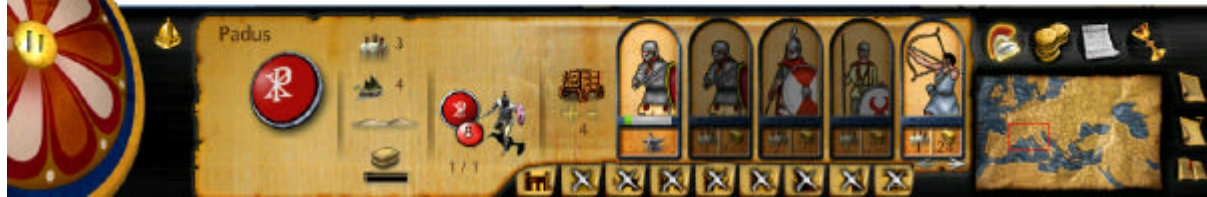


Military Map Mode

The military mode shows the type of terrain for each region, the level of fortification for cities, weather, and storms at sea, as well as all military units and actions (pillage, siege). "Fog of war" is active and prevents you from seeing distant enemy units (some stratagems allow you to improve visibility).



The "**Tab**" key allows you to display various filters on a map, to see the political control or attrition level for different regions.



When you click on a **province** in military mode, the **parchment** displays the following information (from left to right):

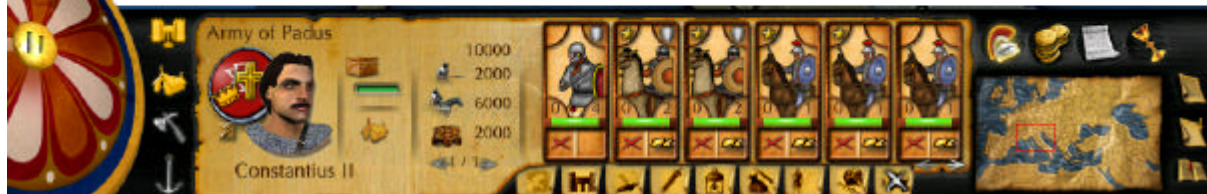
- The shield of and the nation to whom it belongs,
- The number of land and naval units that may be raised,
- The nature of the terrain;
- You may also see the attrition level for each province selected. This is indicated by the gauge located below the bags of grain. The greener it is, the more provisions the province can supply.
- Next, you'll see the number of armies present (with their respective number of military units).
- The wagon icon allows you to purchase logistical points.
- Finally, the rounded character cards represent the different types of units, both available or unavailable for recruitment (just click on one to recruit it). The time that it takes to build the unit is displayed below with a green progress bar which begins to fill once construction has begun.



During battle, an animated scene shows you how the combat is progressing.

There is a button at the left of the parchment for managing military leaders.

When you click on a **city**, the parchment indicates its fortification level and supply status.



When you click on a **stack of military units**, the parchment shows the following information (from left to right):

- Leader's name and portrait, religion and any special capabilities (crown indicates monarch);
- Logistical points of the stack, status (available, travelling);
- Number of men, with details of infantry and cavalry, as well as support units;
- Finally, the individual combat groups which make up the army represented by the square cards.

Finally, on the left of the parchment, there are four command buttons which enable you to enter (or leave) a city, to reorganize an army or fleet, to launch an attack on a city, or to embark or disembark.





Administrative and Economic Map Mode

You can access these two maps with the same button, and in both cases, you will find the following information for each province:

- The name and owner of the province or city selected;
- The distribution of ethnic groups (the dominant group has a blue background);
- The number of population points (from 1 to 4);
- Information on ports and pillaging.

Administrative Map

You can access an administrative sub-mode (using the thumbnail at the bottom left-hand side of the parchment) which will give you the following additional information:

The percentage of the province's region (group of similar provinces) that the active nation controls, and the gold bonus that it brings in,

The revolt risk, symbolised by a fist,

Finally, the opportunity to appoint governors by clicking on one of the portraits cards displayed on the right-hand side of the parchment.



The

The Tab key allows you to display various filters on the map in order to display majority ethnic groups or revolt risks with different background colours.

On the map itself you'll see the dominant ethnic group for each nation (on the shield representing the capital) and the "minorities" when these are different from and more numerous than the dominant ethnic group in some provinces (this is often a source of rebellion).



Economic Map

Regions are coloured according to wealth: the darkest are the richest. The economic mode shows:
 Symbols indicating construction in progress,
 Events that affect the economy (such as revolts or bandits),
 Merchant ships or caravans which travel (autonomously),
 Special resources.

Fog of war does not apply. Click on the images on the right of the parchment to order the construction of certain buildings.



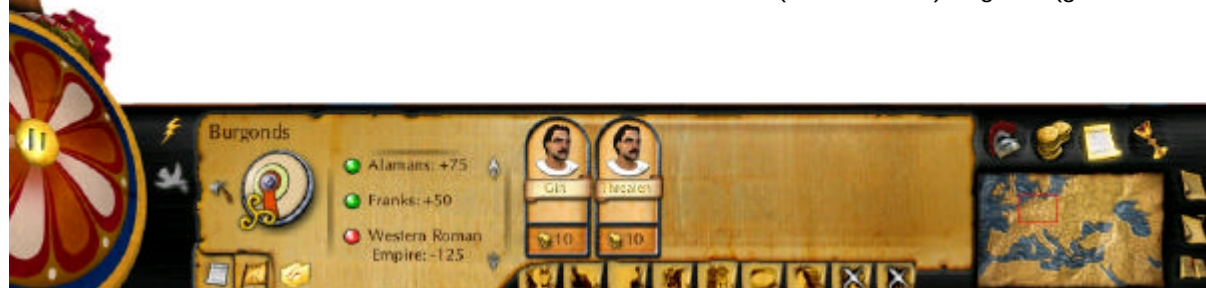
NB: to help you in your decisions, territories within your active nation are coloured in shades of green (other nations, including those that you control, are shaded in grey).



Diplomatic Map Mode

In the general sub-mode, regions are coloured according to their owner. Shields identify national capitals, while small shields show enemy control within a province. The general sub-mode allows you to access information about a selected nation's monarch (on the map), propose a marriage or request mercenaries.

You can switch from general sub-mode to "alliances" and "relations" sub-mode (using the "Tab" key or the thumbnails at the bottom left of the parchment). The first one shows alliances, the parchment indicates the status and wars that have been led by the nation selected. The "relations" sub-mode shows the state of the relations between nations: from red (bad relations) to green (good relations).



Notice that all of the information on the parchment only concerns the nation that you have clicked on the map, and not the nation belonging to the character on the left (nation selected using the shield at the top of the screen). All actions proposed by the parchment concern the nation that you are currently playing (represented by the character), not the nation for which you have requested information.

This parchment allows you to offer gifts, make threats, and send all kinds of ambassadors. Note that some of these actions are only possible in certain sub-modes.

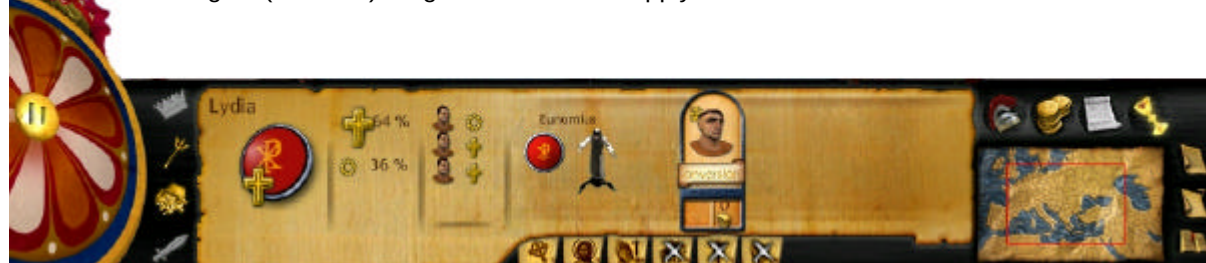
The gold buttons on the left of the parchment allow you to declare war or offer peace when you play a nation, and to carry out specific religious actions when you play a religion.

Current embassies are represented by animated sprites. Fog of war does not apply.

Religious Map Mode

The "Tab" key allows you to display filters on the map for political control or spreading religions: provinces are coloured dynamically according to the active nation's religion. The more dominant a religion is in a province, the darker the shade.

The map has symbols that indicate the presence of religious minorities, as well as monasteries, and animated sprites indicate missionaries, conversions, religious construction in progress or events which affect religion (heresies). Fog of war does not apply.

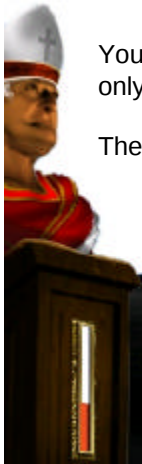


When you click on a province, the parchment displays information such as a population's religions and the relevant percentages, ethnic groups, military or religious units and any religious buildings that are present.



You may also order conversions by clicking on a missionary's card (it will become square and a progress bar will be displayed).

Clicking on a city will display its religious buildings.



You can order the construction of religious buildings only if you are a religious player, and appoint bishops only if you are playing a Christian.

The pulpit bar fills progressively. Once it is filled, the religion will receive a new missionary.



If you play a nation, the four gold buttons on the left of the parchment will allow you to order a royal conversion, to change your attitude towards infidels (tolerant or fundamentalist), to pressure the Church or to convert by the sword.

If you play a religious character, you may order a conversion or allow a conversion by the sword.



MAIN CONCEPTS

Nations and Ethnicities

The core of the game is represented by the play of a succession of nations that will appear over the course of the period represented by the game (700 years). There are nearly 80 playable nations, plus quite a few non-playable ones (about 90 different ones). These nations are attached to various ethnicity types (25 different ethnicities in the game).

Nations Features

Nations are the basic political and diplomatic entities of the game. Those included in Great Invasions are named, described and positioned in the game as close as possible to their equivalent in ancient texts and data, whenever such a source is available. Otherwise, they are considered as regroupment of smaller little tribes and ethnicities, in order to give some interest to them in terms of gameplay.

Besides political status (called Status hereafter), Religion and Age, nations have a few other different features, most of them being linked to the nation's ethnicity. So, to summarize, you can characterize a nation by the following features:

- Name.
- Ethnic Group.
- Nomad or not (the nomadic nations have army sprites on horse, non-nomads are on foot)
- Seafaring or not (the non-seafaring nation usually cannot build ships, and this is e.g. the case of most nomadic nations). Even if status change, a non-seafaring nation will never build ships.
- Status (details below), being Barbarian, Kingdom or Empire.
- Age, a value between 1 and 12 for each of the status above. The higher the value, the older the nation.
- Monarch; a generic term describing the nation's leader (chief, king or emperor does not matter); with a set of three important characteristics: military, administration and diplomatic skill
- Religion: each nation has a religion (minor, heresy, major).
- Units allowance: this feature can be told by the units a nation can build. The unit allowance may change with the status (e.g. a Barbarian may not be allowed ships, but will have possibility to build some when transforming to Kingdom).

With the ethnicity, the King's character on the bottom left-hand side of the interface has its own look, likewise:

- Germanic, Slavic, Scandinavian (i.e. Western European)
- Greek and Italian (i.e. the Romans)
- Arabic and Semitic (most oriental people)
- Persian and Iranian
- Nomadic

Status and Aging

As mentioned above, a nation is characterized by her status, and also her age within that status. There are three possible status types:

- Barbarian, the most common for new nations in the game,
- Kingdom, the usual and normal achievement in a nation's life,
- And more rarely Empire, the highest level of possible status.

With the age and status, the King's character on the bottom left-hand side of the interface will change look:

- The dress and shield will change, to help you visually distinguish a Barbarian (wooden shield) from a Kingdom (metal shield) and an Empire (golden gilded shield)
- The central part of the shield will have a number displayed, showing the age of the nation (if the color of this number changes, it means your nation can change status from now on)





Barbarians

This status is the most basic and the one with which most nations enter play during the course of a scenarios (other status being available usefully from start setups). The status has many advantages and some liabilities.

- Barbarians receive free levies every year (of non-choosable ethnic-based unit types), in decreasing amount as time passes on, but they do not cost any gold to maintain active,
- Barbarian forces do not spend logistical points (hereafter called LP) to move, but they only control the land they are in,
- Barbarian population is migrant, so they can look for proper settlement sites, but all other populations have no effect for the Barbarian (no troop levies or taxes),
- Some Barbarians have no horde but raise their troops from some provinces ("horde" provinces) identified on the military map by a small tent in its middle (army position).
- Barbarians do not have to undertake any kind of management, they just gain gold via pillage and tributes.
- When they reach a certain age (4+) or size (5+ provinces), they can switch to Kingdom status (better time when to do it rather than being forced to do so by a too rapid expansion).
- Some specific kind of Barbarians, such as the Nomads or the Vikings have additional benefits of their own.
- When a Barbarian reaches a certain age or controls more than 5 provinces, he may have to switch to Kingdom.

Kingdoms

This is the next stage in a nation evolution, and the most likely for all. Basically, most Barbarians will reach this status. Most minor nations in the game (i.e. those the players cannot control) are Kingdoms. Kingdoms have the following key features:

- All military units need to be bought and maintained, but the costs are still reasonable,
- Kingdom forces require LP to move, but will keep control of all land they have occupied, even if empty now,
- Kingdom population is settled (former Barbarian migrants may build a new city as the Kingdom capital), and all ethnics in the realm now bring troop levies and taxes.
- Kingdoms do have to undertake some administrative management to ensure their sustainability, including some economic development (buildings), taxation and ruling.
- When they reach a certain age or size (over 20 provinces in more than 3 regions), they can switch to Empire status (conditions are hard to meet though, but may be also forced upon the nation).
- When in their first years as Kingdoms, nations receive extra income. This should last long enough to stabilize the realm.

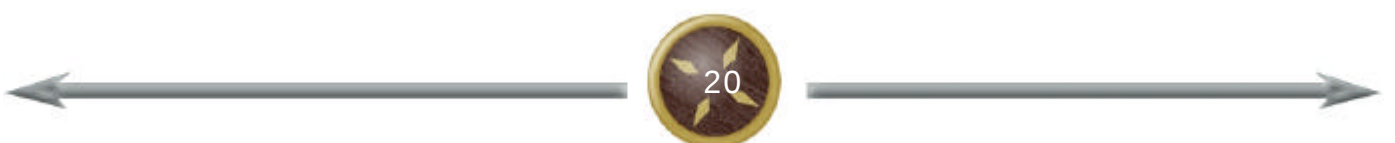
Empires

This is the last and most complete stage in the nation evolution process, and a rather rare instance that requires that your nation controls vast tracks of territory. Basically, only a few Kingdoms and very few Barbarians will reach this status. The most well-known Empires are the two Roman Empires at game start, and there are a few others in specific scenarios (e.g. The Umayyads, the Carolingians). Empires key features are:

- All military units need to be bought and maintained, and costs are rather telling,
- Empires have usually higher levels of city defense (better fortifications) and naval construction (better ships)
- As for Kingdoms, Empire forces require LP to move, and the more so with age and administrative results,
- Empires can only lose ownership of province via diplomacy.
- Empires must undertake a good amount of administrative management to ensure their sustainability and survivable
- Empires may play with their taxation rate, in order to compensate a bit for the higher number of civil trouble (revolts, unrest, usurpation attempts) they will surely face,
- When they reach a certain age and suffer too many hardships, they may collapse.

Raiders

This status is a very particular status for Barbarians who are not yet active but still present on the map. You can tell them from the other by two major differences: their shield is grayed-out, indicating that even if they "belong" to a player, they cannot be played or given order to; the second being that they have no age and the age value in the shield is replaced by a R letter. This particular status has many advantages and some liabilities.





- Raiders receive rare but free levies every year until they become active Barbarians,
- They are fully AI control,
- Every 6 months or so, they will attack neighboring provinces to plunder them, then will retreat home.

Aging

All nations must suffer “aging”, in all kind of status. This is a representation of the “historical” evolution of people. At different states of age, nations will have the choice or later be forced to change their status. Also, long term aging may sometime trigger disappearance. Some facts to know:

- You cannot stop aging, it is automatic: you gain 1 level of age more or less every 25 years of time, until you reach age 12
- At age 4 or 7, there are options to change status, if available (and conditions are met, as above).
- At age 12, mandatory change may be forced upon a nation if it has not changed status (including mandatory “disappearance”, so be careful)
- Usually, the more you age, the tougher it becomes for you: Barbarians will loose levies, Kingdoms and Empires will prove tougher and tougher to rule,
- But, the longer you survive as a nation, the more you score!

Historical Events Influence

Also note that quite a few historical events (see below) will influence both the aging and status of nations, or may even sometime force a transformation (into a different status, or age, or a split or transformation into one or more new nations).

A complete document is available for those who want to try compute their own Historical Events. A special section will be dedicated to this on the game’s Forums.

Victory Points

Nations success or failure in the game is measured in terms Victory Points (VP). The sum of all VP of all nations under the same player control is the player’s score. In addition to being the means by which your score is evaluated, VP are also used for bids on some nations when you play with non-historical scenarios.

Victory Points are granted for a lot of reasons, but the most important are the following:

- Province control: you gain VP based on province wealth, and provinces in particular areas (objective areas) give bonus VP
- Regional supremacy: being the major controller of some regions in the game gives extra VP, both regular and objectives
- Age of nations (the longer a nation survives, the higher the bonus)
- War, peace, battles and conquests all mean a gain (or a loss) of VP
- Game actions, like looting or capturing such or such city, or killing such enemy leader, etc... all grant extra VP.
- Finally Historical Events provide opportunities to gain (sometime lose) some extra VP

See chart in appendix.

Provinces

The map is divided into provinces, the basic subdivision of land in the game. Seas are divided into seazones, the maritime equivalent of provinces. Most of the gameplay in that game evolves around taking and keeping control of provinces.

Features





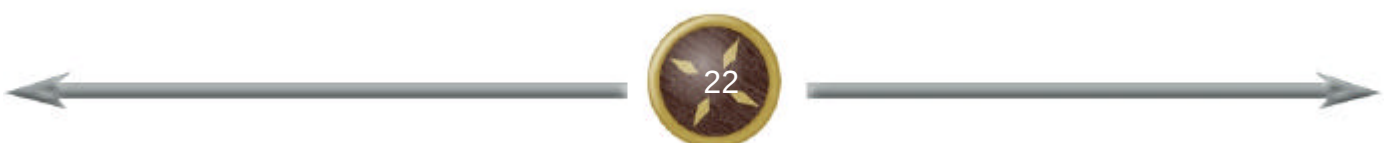
Provinces have the following feature:

- Physical and Economic:
 - The type of terrain, which mostly affects movement, attrition and combat
 - Economic resources, only in a few provinces, in different categories: foodstuff, building materials, luxury goods and military equipment (subdivided in different "goods").
- Human:
 - The number of rural population points (1 to 4 maximum) and, possibly, urban population (1 to 4 points in cities). Note that not all provinces contain cities or the ability to see one appear in them.
 - The type of ethnical group for each of the population points, and which group is dominant in the province (affecting ruling of same and the troop levies), identified by a blue background
 - The religion of the various population points, also a factor to consider when managing the provinces.

Regions

Regions is the term representing a largest subdivision of the map, i.e. a group of provinces, usually adjacent or located in a coherent and close geographical area of Europe. The main interest of the regions in terms of gameplay is twofold:

- Victory Points:
 - Nations will receive special VP bonus if they control part or all the provinces of specific regions
- Economics and Administration:
 - Nations who control the majority of a region's provinces receive extra cash income in taxes
 - Regions are also the basis on the administration of Kingdoms and Empires, especially with a distinction between the core region of the realm and peripheral ones, where ruling is tougher.





Religion

Religion is another key element of the game. It affects every nation a player may control, both at the administrative level (nation's religion and religions of the different population controlled by nations) and at player's level, where four religions are playable. Most religious information or action can be viewed and interacted on the religious map (specific map mode).

The Religions

The game contains many religions, most of those which were in existence, briefly or for longer period of time during the era covered by the game. Without any prejudiced opinion, the game has selected 4 religions which are playable (i.e. in the sense that players will be able to play their Head of Faith, just like another "nation" in the game), the other religions are handled by the game engine.

Playable Religions

The 4 playable ones are:

- Catholic Christianity: the oldest of the 4, present in a large number of areas at game start, but also faced with a certain quantity of heresies (i.e. variants, unplayable!). Its head of faith is named The Pope *.
- Orthodox Christianity: it will appear from historical events, following the schism within the Catholic Christianity. Mostly concentrated in eastern part of the map. Its head of faith is named The Patriarch*.
- Sunni Islam: appears in the game with historical event Mahomet and the birth of Islam. Associated with the Arabs at start, it will spread quickly on various nations and ethnics. Its head of faith is named The Qalif *.
- Shiite Islam: it will also appear via historical event (Ali). It is the first major schism within Islam. Its head of faith is named The Ayatollah *.

* not always accurate, but for gameplay reasons of recognition

Religious Map and Actions

The Religious Map mode displays the map with the information within each province relative to the split of influence between the three largest religions represented in them (in terms of population size). The most numerous religion is called dominant and has its sprite (i.e. emblem) displayed a bit larger on the map (if different from that of the nation owning the concerned province).

If you are playing one of the 4 playable religions, you can:

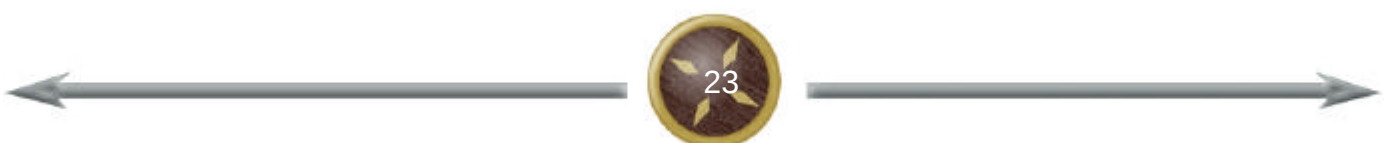
- Build churches, cathedrals (Christian) and mosques or great mosques (Muslims)
- Build monasteries, if you are Christian
- Undertake conversion via missionaries.
- Request conversion of a whole nation (called Royal conversion)
- Ask an intoloeranr nation of your faith to undertake conversion by the sword of pagans or heretics
- And, if you are playing one of the Islamic religion, undertake Jihad.

The Player's Palace

The Palace is a shortcut place to look at the game statistics (not implemented in the CD shipped in January 2005). To access it, click on the nation's character on the left side of the interface.

Statistics details and functions

See Appendix.





PLAYERS, STRATAGEMS & EVENTS

The Players

The game is developed to work best with 4 players, whether human or computer-controlled (AI). For ease of play, players are labelled by colors: red, blue, green and yellow.

Each player will have at least one nation to start playing with in each scenario, sometimes more. Then, during the course of play, players will receive or bid on new nations entering the game. There are a few key points to keep in mind concerning players:

- Each player receives victory points (VP) via the different nations he controls: each nation score VPs independently, but the sum belongs to the player who can use it the way he wants (mostly for bids).
- Each player receives and holds stratagems by himself and is free to use them the way he sees fit on any, some or all the nations he controls (or opponent's nations).
- The game always runs with 4 players: those who are not human-controlled are taken over by the game engine.
- Chat only works among Human players (no chat with AI, only actions)
- Only in Historical mode will the player receive a fixed set of nations. In semi-historical or free-for-all modes, a large number of nations will have to be bid upon. However, note that having already the control of certain nations may prevent you to bid on other nations (because this is not allowed by design).

Stratagems

Only a maximum of 10 stratagems are displayed at a time in an interface, even if the player owns more than ten. Only Stratagems which are relevant / applicable to the game section where the player is currently are displayed. They are displayed by efficiency order, and grayed-out if not currently applicable.

How to Know when Stratagem is Playable?

When a stratagem is playable, it will be visible (highlighted if you pass the mouse on it). If not, it will be grayed-out and covered by a white cross. In addition, the tooltip will provide information and hints on each stratagem to know when and where you can play the stratagem.



Events

The game has a wide range of economic, political, diplomatic or other various events that occur randomly, in average once every two years for a given nation. Some Historical Events will occur at specific dates if and when their conditions are met.

When an event occurs, a parchment shows up, with a title, an short historical description and a choice of answers (one to three maximum). Select which answer you want to accept (most of the time, there is only one choice). A tooltip on each proposal tells you about the game consequences. Once your choice is made, validate it by clicking on the green stamp on the bottol right of the parchment.

FYI, the historical answer is always the first one, but sometimes you may opt for other a-historical options and strategies.



DIPLOMACY

Nations Interactions

Nations are the basic political and diplomatic entities of the game. Diplomacy is mostly handled via the play of embassies. In terms of diplomacy:

Barbarians

- Barbarians receive almost no embassies of their own (see below), they are here to invade and conquer!
- Barbarians are immune to some diplomatic action when under "Major Invasion" situations.
- A Barbarian nation is identified by an Axe symbol next to its shield
- When under a Major Invasion status, a Barbarian symbol is two crossed axes instead (to show it is at least twice as powerful..)



Kingdoms

- They receive embassies only according to the Diplomatic value of their monarch, but they can undertake nearly all kind of action.
- On the other hand, they have no immunity.
- A Kingdom nation is identified by a Spear symbol next to its shield

Empires

- They are the real players in the diplomatic game, as they receive embassies every year on a regular basis, plus extra embassies according to the Diplomatic value of their monarch.
- The Byzantine Empire even receives one extra embassy each year.
- An Empire nation is identified by a Blade symbol next to its shield

Raiders

- They do not ever undertaken diplomacy and will never receive cards, except trade if they are in provinces with tradable ressource
- A Raider nation has its shield grayed-out in the interface and is identified by a Torch symbol next to its shield





Resolution of Diplomacy: Embassies

All active diplomacy in GI is done via the use of embassies (i.e. diplomats sent on mission), which are “counters” that you draw, play and lose during the course of the game. Those embassies are not always the same, nor of the same quality.



It will depend on the type of “embassy” received by the nation on one side, and by the nature of the nation playing the embassy on the other side.

Embassies Principles

Diplomacy is relatively limited in GI, as you need embassies to conclude agreements (use the embassy button in diplomatic mode).

Total Quantity (Pool)

Those embassies are represented by a pool of 50 diplomatic “counters” (later on called AMB), being of different nature and some are drawn and received by certain nations at certain intervals, either randomly or under specific genre or time.

- Every time an AMB is drawn (see below), it is removed from the pool.
- Conversely, every time an AMB is played or removed for any reason, it is placed back in the pool.
- The pool may contain less than 50 AMB at the start of some scenarios, because of some being given already at start to some nations; but in no case the total number of AMB may exceed the pool's total of 50



Draws

- Each Empire receives 1 AMB every year, plus a random draw split evenly over whole periods of 5 years, in quantity equivalent to its monarch diplomatic bonus (corresponding to the monarch's DIP value)
- Special: Byzantium is allowed 1 extra AMB every 5 years.
- A Kingdom receives no annual draw, but has the same random draw process as an Empire
- A Barbarian receives no annual draw or random draw, BUT may receive special draws under certain circumstances. In addition, play or receipt of some AMB counters may not be allowed to them.
- Those draws take place during the Administration phase, after all removals have been made (see below).

Removals

- Every 10 years too, all AMB counters in excess of 10 are lost, those being lost are chosen randomly, nation by nation : in other words, no nation can accumulate more than 10 AMB.
- In addition every time a nation's monarch's dies (for Kingdoms and Empires only), 1 AMB counter is removed.

Embassies Play and Effects

Depending on their types (quantity in pool is indicated in brackets), play use of the embassies are the following.

Alliances (5)

When using the Alliance AMB on the target nation, you are offering an Alliance that will last for 10 years to another nation. If the nation is controlled by another player, it will decide whether to accept or refuse the alliance (via a message window).

If he accepts, both the playing nation and the target will become allies (see Alliance description). Their relations will improve.

- When an Alliance AMB is in effect, the following applies in the Military domain:
 - Both nation forces may enter each other territory freely, except they cannot enter cities
 - In case of Battle in a province where the two allies have forces together, they fight jointly against the third party (even if one of the nation is not at war with the other third-party nation)
 - If one of the allies is besieged and the other ally enters the province, it is the same as if they join battle simultaneously .
 - A Barbarian nation allied to owner will never loot owner's territory
- When an Alliance AMB is in effect, the following applies in the Diplomatic domain:
 - All CBs between both nation are removed immediately.
 - If any member of the alliance declares war to or is declared war upon by another nation none of them is already allied with, the other member of the alliance immediately gets a choice to either join the war or break the alliance.
 - If they do not respond within 1 month they are considered to have dishonoured it (i.e. broken the alliance).
 - If the alliance is honoured, both nations are considered at War versus the same enemy.
 - If the alliance is dishonoured, only the nation originally at war is involved. The other nation is not.
 - If two nations declare war to each other and they both are allied to a third-party nation not involved in the war, that third party nation must select with which ONE of her original allies she remained ally with.
 - The other alliance, with the non-selected ally is cancelled, but with no ill-effects.
 - The nation is not considered at war with the nation she has broken the alliance with.

Grand Treaty (2)

The **Grand Treaty** AMB forces a nation you are at war with to accept an **enforced-peace-agreement** during **10 years OR until the target's monarch's dies (whichever comes first)**. The target nation cannot refuse.

- To ensure the validity of the deal, you must pay **50 gold** to the target nation.





- In exchange, the target nation cede to you **1 province** adjacent to your territory (or an island if you have a coastal city bordering the same sea zone).
- You will choose the target province (as in peace conditions)
- This province cannot contain the nation's capital or a grain resource
- nor is it transferred if the target owns 3 provinces or less.

The target nation cannot declare war to you for the duration of the Grand Treaty (unless this occurs via an event), just like if it has signed an unconditional peace. If a war is subsequently fought between your nation and the target nation (i.e. once the treaty has elapsed), the first province that nation must claim to you is the one she has ceded as part of the treaty.

When a Grand Treaty AMB is signed, all temporary CB's between the signing nations are immediately cancelled and all permanent CB's are frozen (i.e. they are ignored) for the duration.

Marriage (4)

The **Marriage** AMB forces a nation to accept the wedding of one of his noble to a princess of your blood, to last for a duration of **5 years**. The target nation cannot refuse.

- The target nation should not be at war with you.
- The active nation and the target receive an **enforced-peace-agreement** of 1 year minimum.
- On all following years after the first, the target nation receives **2 VP** every year he makes no attack on the nation that played the Marriage AMB
- To ensure the proper wedding, you must pay **30 gold** in dowry to the target nation.
- In exchange, the target nation cedes to you **1 unit** (chosen by her at random among its current units) for the duration of the deal (or until the target nation breaks the deal and attacks you). The unit will appear automatically in the province the active nation controls that is closest to that of target's nation capital or horde.
- In case you are at war with the nation that gave you the unit, and the said unit is involved in a battle with its mother nation, the unit will switch sides at the start of the battle.

The Marriage cannot be signed by an Integrist nation towards another nation which is not of the same faith.

Tribute (3)

The **Tribute** AMB forces a nation to accept an **enforced-peace-agreement** during **5 years**. The target nation cannot refuse.

- To ensure the validity of the deal, you must pay **50 gold** to the target nation.
- The target nation cannot declare war to you for the duration of the Tribute (unless this occurs via an event)

The active nation cannot attack the target Barbarian of a Bribe AMB during their retreat from the province they were bribed: if this occurs (for example via another move started before play of the AMB), combat is ignored (as if the two forces were "temporarily" allied).

Bribe (4)

The **Bribe** AMB forces a Barbarian nation at war with you and currently besieging one of your cities to break the siege and leave the province. The target nation cannot refuse.

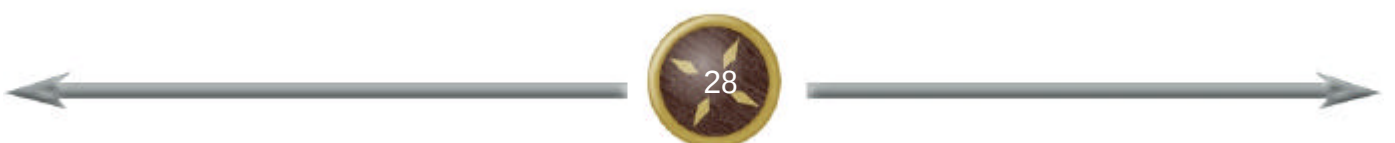
- To ensure the validity of the deal, you must pay **10 gold** to the target Barbarian nation.

Before validating the embassy, you must select one of your provinces that qualifies for the above (i.e. is urban and besieged by a Barbarian nation). As soon as the target Barbarian stack / province is selected and the Bribe AMB played, the Barbarian stack will start moving to closest friendly / empty province.

Friendship (4)

The **Friendship** AMB forces a nation to accept your proposal for friendship, to last for a duration of **10 years**. The target nation cannot refuse.

- A 1-year **non-aggression** immediately occurs upon play of the embassy
- The target nation receives **1 VP extra** every year she makes no attack on the nation that played the





Friendship AMB

- To ensure the success, you must pay **20 gold** to the target nation.

Friendships give bonus effects to Alliances (see above) or Vassalization (see below). In addition, when a Friendship AMB is signed, all temporary CB's between the signing nations are immediately cancelled.

Ambassador (6)

The **Ambassador** AMB does nothing much in terms of action (compared to the previous ones) but it provides you with random benefits, as follows:

- You will receive a random improvement in your relations in one third of the cases.
- If at war, you will receive an **enforced-peace-agreement** for **1 year** in another third of the cases. The target nation cannot refuse.
- Finally, in the last third of the cases, you will get nothing (blunder !)
- To ensure the play of the Ambassador, you must pay **10 gold** (they are given to the target Barbarian nation).

Mercenaries (6)

The **Mercenary** AMB can only be played with a nation you are not currently at war. It forces a Barbarian nation who has its horde within your own territory or adjacent to a province you control to provide you with a mercenary unit. The target nation cannot refuse.

- To ensure the validity of the deal, you must pay **10 gold** to the target nation.
- In exchange, the target nation cedes to you **1 unit** (chosen by her at random among its current units) for the duration of the deal (or until the target nation breaks the deal and attacks you).
- You will choose where you place the unit (click on province where it will appear immediately)
- In case you are at war with the nation that gave you the unit, and the said unit is involved in a battle with its mother nation, the unit will switch sides at the start of the battle.

The units received by the active nation via the play of Mercenary AMB will be owned and controlled "temporarily" by the active nation, and will stay owned and controlled for 5 years.

Vassalization (3)

The **Vassalization** AMB has the same effect as an Alliance embassy, plus extra effects as below, and will last for a duration of **25 years**. The target nation cannot refuse.

- The target nation cannot be an Empire (any age), or a Kingdom of age <7, nor a Barbarian (in other words, it can only be a Kingdom of age >=6). See below for exception.
- The target nation may be a non-playable minor Kingdom nation, whatever its age.
- The target nation cannot declare war on the active nation (lord) unless mandated by an event.
- The target nation pays **5 Gold** every year to the active nation that played the Vassalization AMB

Foedus (3)

The **Foedus** AMB is only available to Empires. If drawn by another nation, consider the nation has received a Void counter instead (see below).

- The **Foedus** AMB forces a Barbarian nation to accept a foedus agreement during **10 years**. The target nation cannot refuse.
- The target Barbarian nation must currently occupy at least one of your provinces (whether he is at war or not with you has no importance)





- To ensure the validity of the deal, you must pay **30 gold** to the target Barbarian nation and cede 2 adjacent provinces to him.
- You will choose which provinces you cede, but they cannot be more than 5 provinces away from a province the target Barbarian nation currently occupies.
- In addition, the target province(s) has to be reachable by land movement by the Barbarian horde (i.e. you cannot give islands provinces)
- In exchange, the target nation cedes to you **2 units** (chosen by her at random among its current units) for the duration of the deal (or until the target nation breaks the deal and attacks you).
- The unit will appear automatically in the province the active nation controls that is closest to that of target's nation capital or horde.
- In case you are at war with the nation that gave you the unit, and the said unit is involved in a battle with its mother nation, the unit will switch sides at the start of the battle.
- The target nation cannot declare war to you for the duration of the Foedus (unless this occurs via an event)

Upon play, the Barbarian horde(s) and the unit(s) [only those in your other provinces!] are immediately moved towards the closest of the ceded provinces (like in a retreat, you cannot give other orders to them).

When a Foedus AMB is in play between an Empire and a Barbarian, both nations are supposed to have an automatic Alliance (see above), with all Military and Diplomatic effects in play. Both nations temporary and permanent CB's are cancelled. Further permanent or temporary CB's received (see CB below) are frozen until the foedus is over.

Also, when a Foedus AMB is in effect, the following applies in the Economic and Administrative domain:

- The Empire does not receive the granted provinces income in its income, it goes to the Barbarian treasury instead
- The Empire does not pay maintenance cost for Federates units (those 2 given by the treaty), but it will pay all LPs required for their activation
- The Empire will need to administrate the granted provinces normally
- The granted provinces will bring VP to the Empire (not the Barbarian nation) as if owned and controlled by the Empire directly

Void (10)

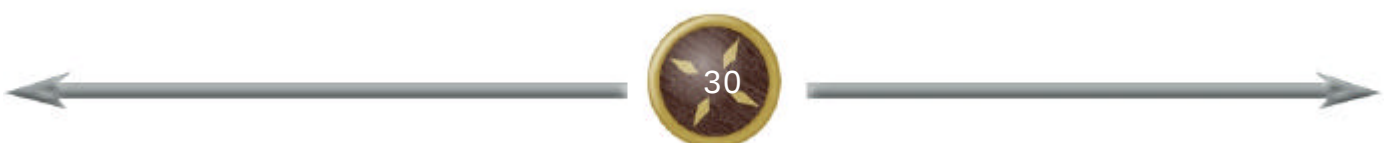
The **Void** AMB is some kind of "NO EFFECT" draw. When a **Void** AMB is drawn, the drawing nation receives nothing, but it is still considered as the required draw.



Casus Belli

A nation who has a Casus Belli (CB) on another is provided with a "good" reason for downgrading relations with that other nation (going as far as war declaration). Barbarians really do not care about Casus Belli !

Going to war without a CB will bring the following consequences on the declaring nation (which would not exist or be highly alleviated in case of a nation with a CB doing the same thing):





- The nation population is displeased (unless nation profile is warlike, which is the case of all barbarians), translating into a more difficult administrative situation and cost.
- Most other civilized nations will find the act “uncivilized”, thus prompting a serious drop in your relations with them (going sometimes as far as creating war conditions, or CB for them versus yourself)
- This will lead to a breach in most alliances.
- It will cost a wide amount of VP.

CBs (Casus Belli) come in either temporary or permanent

Permanent CBs

- Permanent CB are very rare: they will be mostly granted by scenarios data or events, except the following:
 - A Barbarian under Major Invasion status has permanent CB against all its neighbours (including allies!)
 - An Integrist nation has permanent CB versus all nations of a different faith than his own. On the other hand, all permanent CBs versus other Integrist nations of same faith are immediately cancelled.
 - Muslim nations under Djihad conditions have permanent CB versus all non-Muslim nations
- Permanent CB allow war declaration with no VP cost
- Permanent CB may be “frozen” by Grand Treaty : in such a case, the permanent CB is still there, but considered as inactive for the duration of the treaty (its benefits cannot be used). As soon as the Grand Treaty ends, the permanent CB becomes active again
- Permanent CBs between nations disappear when one of the nation disappears.

Temporary CBs

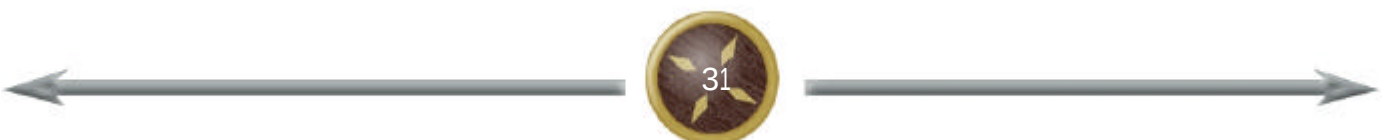
- Temporary CB have various length and come from various causes, mostly via events, but also the following causes:
 - If a nation reaches -150 or less relation with another nation for the first time, there is 50% chance she receives a temporary CB on said nation, for 12 months
 - If a nation has -150 or less relation with another nation for 24 consecutive months, she automatically receives a temporary CB on said nation, for 24 months
 - When a nation breaks a peace treaty, the other nation receives a temporary CB (see Peace design)



Alliances between Nations

A nation can only be allied to another nation because of the consequence of the play of an embassy (or an event, random or historical). General stuff is:

- Alliances expire naturally over time or un-naturally from war declaration / events
- You cant play alliance with an ally of a nation you are at war with , but chances to succeed are low (although relations levels may play their role).
- If you ally with somebody at war with one of your other allies, one of these alliances must be broken (your choice)
- Creation or breaking alliances brings VP
- Alliances have impact on peace treaties: you sign peace with all former enemies of yours + your ally, or break alliance





On the diplomatic map, the alliance mode (activated either via the Tab key or via the thumbnails on the parchment) shows the relations between nations by colors depending on the level of alliance, for example an ally is purple, a vassal light blue, etc....

NB: note also that embassies cards are only displayed in the map mode where they apply.

Basic Diplomatic Relations (i.e. Alliances) types

A nation can never form a diplomatic relation with a nation she is at war with, EXCEPT OFFERING PEACE. Certain specific nations may be prohibited to form certain kinds of relations with each other.

Ally, Neutral & Enemy

Nations are either allied, neutral or enemy towards each other. In terms of military mode gameplay, the key factors and consequences of those diplomatic relationships are the following:

- Units of two allied nations will be able to coexist peacefully in the same regions or sea zones, i.e. without fighting each other. Additionally, they will fight together as a whole if attacked by a common enemy
- Units of two (or more) nations neutral towards each other will not be allowed to enter regions owned by each



other, nor will they fight each other if present at the same location (e.g. sea zones)

- Units of enemy nations will automatically engage in combat as soon as they are present in the same sea zone or region. If an enemy unit enters a region with an enemy city but no land units, it will automatically besiege the said city as long as it stays in the said region.

Relations

Relation is the term used in the game to represent the level of understanding (or not) between nations. In this game, relations between nations are valued in terms of a number, that ranges between **-200** (worst) and **+200** (best). Relation level has no direct correlation to war, but dramatically low relation will also dramatically increase chances of the AI declaring war and, most important, directly affects most diplomatic negotiations.



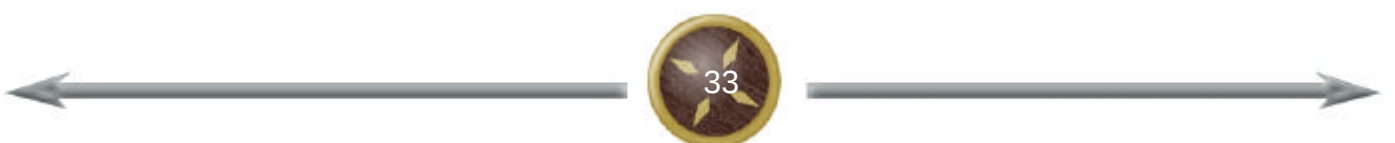
Changing Relations

Relation between nations will most of the time improve or downgrade with peace agreement or declaration of war, plus facts from the game play, as listed below. There are also two actions to change directly the relations, which are always possible whatever your nation's age or status.

Relations Change Action takes immediate effect and automatically succeeds.

Positive Action : **Send Gift** – cost is 10 gold, randomly improves relations (based on your monarch's DIP value)

Negative Action : **Threaten** – cost is 10 gold, randomly downgrades relations (based on your monarch's DIP value)





Evolution of Relations Value takes place either:

- Each 12 months (more or less), or
- When the situation arises





Wars

Nations can go to war for different reasons.

- A player decision,
- A decision of the game-controlled nation,
- A consequence of an event,
- A consequence of a nation following her allies implicated in a war.,
- A response of a nation to a diplomatic request from another nation.



Declaring War

A nation has to declare war to another nation before it can attack any of their units, cities or provinces.

Multiple Wars

Wars are always on a pair basis, in the same spirit as the diplomatic alliances. A nation can be involved in multiple wars, but with the following consequences and limitations:

- A war is always versus a single enemy nation (and its allies)
- If at war with the allies of a nation (after the allies have confirmed their entry in the war), each of the separate wars is considered as an individual war.
- You become at war nearly automatically with all clients and subjects of a major nation you declared war to or were declared war upon by,
- Minor clients and subjects make automatically peace when their major patron does so.

Peace

Peace is the consequence of entering successful peace negotiations.

Note however that Pirates, Bandits and Revolts are never considered at peace with a nation until completely eliminated.

Peace can occur for two reasons:

- A nation offers peace and the enemy accepts it.
- Whenever 36 months have passed without any military action between the involved nations, in which case an immediate white peace (a peace without tribute on any side or of any kind) is signed and effective.
- Un Unconditional peace is signed (which occurs when one of the nation is completely occupied)



Peace Resolution Window

The Peace window displays an arrow tipping to the winning side, i.e. yours the enemy Nation. The color of the background, as well as a series of stars /bones show how the war is going. Any nation at war can make a peace offer.

- There are 6 different Peace demands (a.k.a. Spoils of War), not including White Peace
- The levels of the Peace depend on the Peace Differential.



Peace Demands

Acceptance or refusal will be a function of the AI and the diplomatic resolution system. The 6 different Spoils of War, as called below), as follows:

Take / Give Province

Taking / giving a region from / to the enemy is the simplest and lowest form or level of spoils. Each province has a cost. The windows shows a list of potential regions that can be taken, with limitations and costs.

Become Vassal

The loser becomes a vassal nation of the winner.

Annexation

This winner just takes over completely the loser. This option cannot be selected unless:

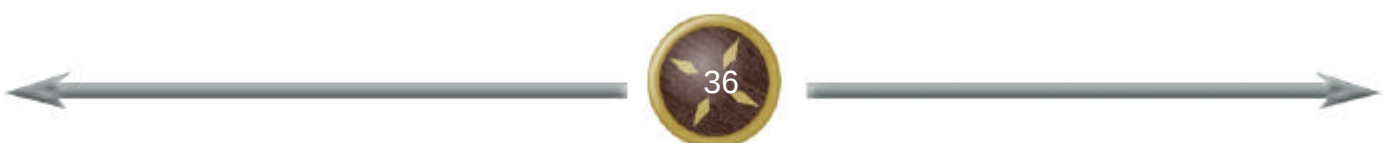
- the winner has taken all regions of loser,
- the winner has destroyed all the loser's military units (including the Horde for Barbarians).

If this option is selected, no other peace option can obviously be chosen (because target nation ceases to exist).

Mercenary

The winner will be able to select units from the loser that will become "his" for a limited duration, as mercenaries. The cost in points will be equivalent to the unit's purchase cost in gold.

Extended Peace Terms





The winner will be able to select extra 24 or 36 months of peace treaty duration.

Pay Tribute

Asking for a Peace Tribute is the only form of financial spoil. A winning / losing nation may ask / grant 10 gold in tribute for each point it has acquired / it wants to compensate. If the amount asked to the loser / given to the winner is above the current treasury, installments spread over time may be required.

General Notes

- Whenever one of the choices above is not available, it will be grayed out
- Peace offers (acceptance and refusal) will have an effect on relations .

After the Peace

The various points and decisions included in the peace offer agreed upon are set in place. Peace terms must be abided for by the loser.

Duration of and Breaking of Peace Agreements

Peace agreements last a minimum of 3 years (36 months), plus extra months if the Extended Peace Terms option has been chosen. As an exception, vassalization peace lasts 10 years automatically.

Breaks

Peace may or may not be broken, with various consequences, depending on who is the victor and who is the loser, as below :

- To break a peace, select a nation with which you have a peace currently in vigor. Then declare war !
- Breaking Peace is like breaking an alliance (including possible CB's)

Restrictions and Penalties

- Loser cannot break a peace for a minimum of 24 months (regarding all conditions such as maximum forces, no war in, no alliances, etc...)
- Victor cannot break the peace for 12 months, and the rest of the time he suffers 20 VP penalty and -20 relations with all nations, unless he has a CB.
- Loser may break peace after 24 months, but at 20 VP penalty and giving a 36 months CB to the victor. If he has a CB on the victor, there is no penalty and no CB to the victor.
- In addition, if the peace was following an UP, the peace cannot be broken by the winner or the loser alike for its total duration in no case whatsoever.

Earlier White Peace

A white peace also occurs when you send a peace offer with no conditions/terms selected and it is accepted. The war stops immediately and everything returns to statu quo ante bellum.





WARFARE

Definitions

Units

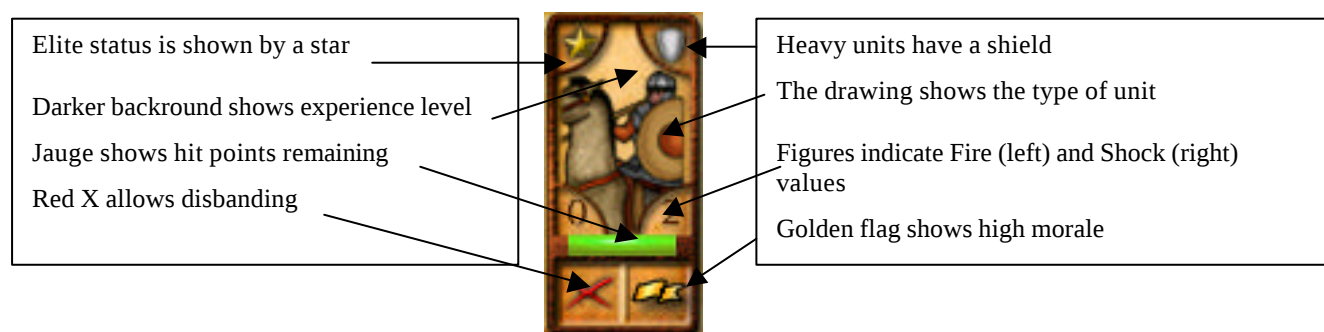
Military units in the game come into 2 different forms, combat and non-combat. This concerns both land units and naval units. There are over 20 different types of land units and 6 types of naval units.

Characteristics

Each unit, in addition to its nationality and type above, will possess the characteristics in the following domains:

- Type: Infantry, Cavalry, Warships and non-combat units are the main types
- Sub-types: among land units, you can find light, normal or heavy units. The latter are most difficult to hit and give a combat bonus, while light units suffer less from attrition
- Fire: in combat, to inflict losses (usually low) before actual hand-to-hand combat starts.
- Shock: close combat (shock, boarding) value, the main fighting ability factor of the game.
- Resistance : hit points capacity (i.e. defence, or the number of losses the unit is able to withstand before elimination
- Hits : actual number of losses already suffered, both from combat and attrition.
- Morale: it reaches 0 during combat, the unit stops fighting and routs (leaves the field, but not eliminated)
- Experience : modifies the unit's combat efficiency, i.e. how many losses it will inflict on their opponent's.
- Weight: used to calculate attrition & transport
- Transport : unit's transport capacity (naval units)

Most data regarding units is tooltiped. The sketch below depicts where the most important information is displayed in the interface.



Leaders

Leaders **names** are indicated below the head, and can be either historical or random.

The shield shows the **nation** of the leader. The golden symbol on the shield indicates his **religion**.



In military mode, the only value that is displayed is the **Military Value** (with stars – see below), as follows :

- MIL value 6-7: 1 star
- MIL value 8-9 : 2 stars
- MIL value 10 : 3 stars

Leaders may also sometimes have **special abilities** which are indicated on the left by special square symbols (see next section for details)



Military Usage

Each leader, whatever its nationality or religion, possess those two main characteristics (in a range value of 1 to 10, but only the really good or bad are shown) that directly impact combat military matters:

- **Military Talent (MIL):** the higher your MIL, the better your chances to win the battle.
- **Ruse or Guile (RUS):** helpful in obtaining the best battleground before the battle, and gaining the tactical advantage, a key factor in combat.

The MIL value is in the range of 1-10, with a large average of historical leaders being around 4 or 5. Talented leaders are more likely to be 6-7 (one star), excellent ones 8-9 (2 stars) and only two historical leaders in the game have a value of 10 (3 stars, military genius of the time).

The RUS value is also in the 1-10 range, with an average of 5, but there are many more leaders with a high RUS value, representing their higher "guile". But, and this is the design feature of the game, we are NOT giving this information to the player (as in real life, even dummies feel they are clever!).

NB: In addition, in all modes, Monarchs are shown by a golden **crown** on their shield.



Leader Types and Special Informations

In order to assist the player in leaders recognition, the possible types have been identified by their top dress, which is shown likewise :

Military Leaders wear a chain mail ; **Religious Leaders** wear a white (muslims) or brown (christians) dress. In diplomatic mode, the **Monarchs** wear a red toga.



Note that some historically important leader have their own complete head and dress and really look different (you will tell them when you will see them, like below !)





Leaders Administration Value, Diplomacy and Military Talent

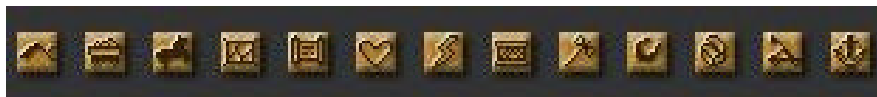
In administrative and/or diplomatic mode, for monarchs (and governors in administrative mode), you will find 3 other values :



- ← diplomatic skill (used for receiving embassy cards and solving diplomacy)
- ← administration capacity (used for administration table)
- ← military talent (used for combat – see above)

The special abilities (see description below) are also displayed, on the left.

Leaders Special Abilities



The possible abilities and their corresponding codes are:

- Ruler (RUL)
- Great Administrator (GAM)
- Admiral (NAV)
- Siege Expert (SIE)
- Supply Master (SUP)
- Mountain Warfare (MON)
- Diplomatic Genius (DIG)
- Proselytic Leader (PRO)
- Defender of the Faith (DOF)
- Guerrilla (GUE)
- Logistician (LOG)
- Raider (RAI)

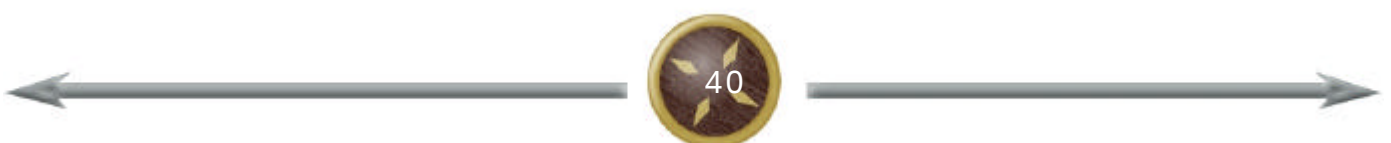


A leader is allowed a maximum of three special abilities, but there may be two of three of them similar (in such a case, the tooltip on the leader's ability will indicate one *, two ** or three *** to show if the ability is present once or more than once).

1 – RULER (RUL)

The leader with the RUL ability:

- receives a bonus of –1 on the Administration table if the leader belongs to a nation in Kingdom or Empire status (i.e. no effect as a Barbarian);
- is never used as an army or fleet leader (i.e. a general or admiral on map), even if the owning nation has no other historical leader present (in such a case, a random leader will be used if and when needed).
- **However:** the leader is considered to be permanently in the capital city of the owning nation (if it has one) and the SIE ability will be used if the capital is besieged, even if the leader is not in command.





2 – GREAT ADMINISTRATOR (GAM)

The leader with the GAM ability:

- receives a bonus of –1 on the Administration table if the leader is the monarch of a nation in Kingdom or Empire status (no effect as a Barbarian).
- as a monarch, he receives a bonus of 5 free Administration Points (AP) each year.
- If the leader is not a monarch :
- If it is appointed as a Governor (see below), each province in the region is worth only 1 AP, whatever the population.
- If not a governor, the province where the leader is currently costs only 1 AP.

3 – ADMIRAL (NAV)

The leader with the NAV ability:

- suffers no penalty to its MIL and RUS values when involved in a naval battle.
- receives a permanent extra bonus of 1 column (to the left) on the Attrition table for the stack he is with, whatever the stack is doing, including moving on board a fleet (whether leading or not the stack is irrelevant)
- In addition, if stacked with other leaders of nation on a naval stack, they are automatically the senior ranking leader (if more than one of them has NAV ability, then choose oldest among them).
- When landing units are under command of such a leader and join combat at the conclusion of the landing move (i.e. amphibious assault), they gain automatically the TS versus those enemy units, unless the enemy leader also has NAV ability, in which case the TS is applied normally.



4 – SIEGE EXPERT (SIE)

The leader with the SIE ability:

- receives a bonus of +1 on the Siege table if present on a stack besieging a city (whether leading or not the stack is irrelevant).
- Inflicts a malus of -1 on the Siege table if present in a besieged city (whether leading or not the city defense is irrelevant).

5 – SUPPLY MASTER (SUP)

The leader with the SUP ability:

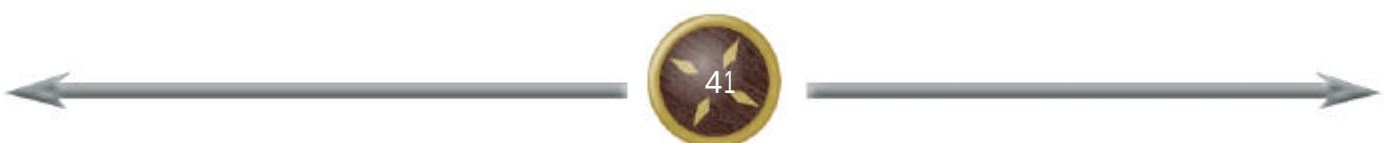
- receives a permanent extra bonus of 1 column (to the left) on the Attrition table for the stack he is with, whatever the stack is doing (whether leading or not the stack is irrelevant).
- receives a bonus of -1 column (to the left) on the Attrition table if present in a besieged city (whether leading or not the city defense is irrelevant).
- This ability does not apply when the leader is in a naval stack, unless the leader also has a NAV ability.



6 – MOUNTAIN WARFARE (MON)

The leader with the MON ability:

- receives a bonus of -1 column (to the left) on the Attrition table when in Mountains provinces.
- receives an extra bonus of +1 to TS calculation when in battles in Mountains provinces or mountain terrain.
- has no malus when fighting in Mountains; i.e. no –1 to CRT die-roll (applies only once obviously).
- He receives a 110% modification of strength when attacking in mountains.
- This ability does not apply when the leader is not in command of the stack.





7 – RAIDER (RAI)

The leader with the RAI ability:

- receives a bonus of -1 column (to the left) on the Attrition table when in Looted provinces.
- No cavalry superiority bonus can apply against the stack he is leading (applies only once obviously).
- He receives a 150% modification to the amount of gold collected when looting a province.

8 – DIPLOMATIC GENIUS (DIG)

The leader with the DIP ability:

- receives a bonus of +1 Embassy draw every year (in addition to status or DIP value draws).
- He receives an extra 10% chance of success to all Embassies played by its nation when he is the nation's monarch, provided some test is to be done.

9 – PROSELYTIC LEADER (PRO)

The leader with the PRO ability:

- Grants an extra bonus of +1 Faith Points every month to his nation, IF of the same religion as the nation.
- He receives an extra 10% chance of success to all conversion attempts made either by himself (if P leader) OR by a Missionary of the same faith as his own in the province he is located.



10 – DEFENDER OF THE FAITH (DOF)

The leader with the DOF ability:

- Inflicts a -10% chance of success to all conversion attempts made against any population within his nation territory by another faith IF he has the same religion as his nation.
- If the leader is a monarch (M) of one of the 4 major religious nation, all population of the same faith inflict a -10% malus against all conversion attempts versus them anywhere in the same region.
- If the leader is NOT a monarch (M) of one of the 4 major religious nation, all population of the same faith are immune to conversion attempts versus them when in the same province.

11 – GUERRILLA (GUE)

The leader with the GUE ability:

- receives a permanent extra bonus of 1 column (to the left) on the Attrition table for the stack he is with, whatever the stack is doing (whether leading or not the stack is irrelevant) – cumulative with SUP, RAI, MON abilities.
- No Heavy Units superiority (HS) can apply against the stack he is leading (applies only once obviously).
- He automatically succeeds all "Successful Retreat" stratagems.
- No pursuit ever applies against his stack.
- The ability cannot be present more than once.

12 – LOGISTICIAN (LOG)

The leader with the LOG ability:

- If the nation's monarch, receives a bonus of 10 free Logistician Points (LP) each year.
- If not the nation's monarch, receives 5 free LP's for the stack he is leading every 6 months.



Leader Life and Death

Most leaders may die during combat, if they have the bad luck of being hit by the enemy. That kind of death was probably also the most common in those times.

Otherwise, leaders will die of old age, or for other event-mandated or historically-triggered reasons (or also when their own nation disappears).



Armies & Fleets

Units in the game are regrouped into armies or fleets, depending on the unit's nature. You can reorganize army through the reorganization button on the action panel.

Logistics

Barbarian forces always move for free. But Kingdom and Empires forces need logistical points (LP) to be activated as a moving force (they will defend normally). Those logistic points represent a large array of essential elements such as (and foremost) the troops pay, weapons and other military supplies required by those non-barbarian forces.

- When lacking sufficient logistics (no points provided), the unit is sometimes shown in a different waiting attitude (for instance seated), but, first and foremost, has its LP gauge empty and an indication of the number of missing LPs is printed there.
- When activated (just click on the unit, and if you have enough LP, it's done), the gauge fills up to maximum and will get smaller over time (even if you do not do anything with your unit)



Supply

Supply is a vital factor for land units to ensure their long-term survival and efficiency. Land units that lack supply will take much higher losses from attrition. Naval units are affected by Sea Risk (i.e. naval attrition), unless in a port.

- Land units are said to be in supply if there is a line of connected friendly provinces linking their current position to a supply source. A supply source is a friendly-owned unbesieged city and, for Barbarians only, their Horde (i.e. migrant population)
- They are also in supply if adjacent to a sea zone containing a friendly fleet that holds a transport capacity equivalent to the unit's total weight.
- Units besieged in a city are only in supply for those part of the city garrison and those whose number does not exceed the city's supply capacity (modified through siege duration and blockade)
- Units who do not satisfy to one or both of the above are out of supply.
- Units out of supply will suffer nearly twice as many losses from attrition than those that are.
- Units out of supply will try to loot the region they occupy to temporarily re-instate some supply (but this does not last more than a month) and, when their attrition rate is too high, will automatically retreat towards the closest supply source.

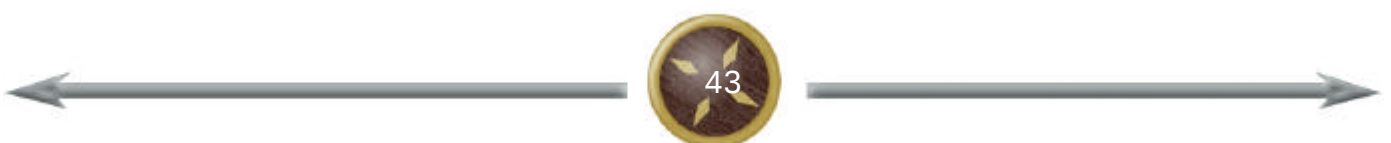
Siege

The siege comes automatically into effect when a nation enters a province with a fortified city but is not controlling that city. When a city is besieged, a siege animation (tower) will be displayed next to it (and flames will start burning around the city) and a siege test will be made every month (30 days).

A besieged city automatically gets a garrison. Every level of FORTIFICATION (from 1 onwards) automatically generates a garrison unit. Of course, cities with a level of defense of 0 will be captured automatically.

Siege Results can be in the following range :

- Attacker suffer attrition: the attacking side loots the province and makes an immediate extra attrition check.
- Shortages: garrison receives 3 (food shortage) or 5 (water shortage) hits per unit.
- Breach: attacker no longer has a negative modifier (1 per level) on his assault attempts. In addition the garrison is reduced by 2 hits per unit. If a unit is eliminated, excess hits are transferred to the next.
- Desertion: garrison is reduced by 2 hits per unit.
- If a unit is eliminated, excess hits are transferred to the next. If all units are eliminated, the city is captured.
- Surrender: attacker captures the city. The fortification will lose 1 level, with a minimum of 1 level remaining.
- City may be sacked as a result of a siege





Blockade

Naval units in a sea will automatically blockade all adjacent enemy ports. Blockade will accelerate siege resolution.

Assaults and Sorties

This is solved as regular combat, with significant modifications due to the specific situation. When assaulting a city, your results are penalized by the city defenses (each city fortification reduces your combat result by 10%, knowing that results below 50% usually have no or little impact).

Breaking siege

This happens as follows :

- The besieger can break the siege by moving his army out of the province.
- The defenders only way to try to break the siege is to attack the besieging army (either from outside or by succeeding in a sortie – see below) to either force him to retreat.

If a siege is broken, the former besieging army will retreat, all former result of breaches and shortages will be lost and the intrinsic garrison will be reset to its original level.

Fall of city

When the garrison is eliminated, the city is captured. In addition to military consequences, if siege lasted over 6 months or one side involved is a Barbarian, the city is considered sacked and will suffer a drop in its population. If the bersieger was a Nomadic Barbarian, the city may even be razed (i.e. eliminated) in some extreme cases.





Control & Possession

To control a province or a city, one or more of these conditions must be satisfied :

- Province is owned (i.e. possessed – see below) by your nation and has no enemy units in it. However, it does not apply to Barbarians who do not control empty provinces.
- Province has units of your nation (or of your allies and is owned by you) and no city
- Province is empty of enemy but the last nation to have units there was yours (not applicable to Barbarians).
- Same for cities.

You can control a province or a city but not have possession of it.

Possession also applies to provinces and cities. Control of a province (or city) may change during a war through military action, but possession is an official situation that only changes after peace is signed officially between nations concerned by control changes.

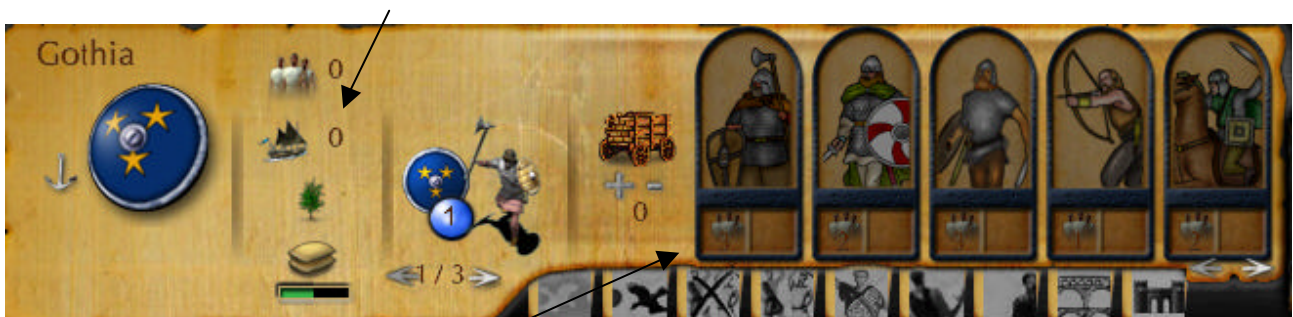
Raising Forces

New Units

Military units in the game come into 2 different forms, combat and non-combat. This concerns both land units and naval units. There are over 15 different types of land units and 6 types of naval units.

To build a unit, just click in a province you control (not on units there). You will be offered a choice as to how many units of how many types you can build there.

Land and Naval Levies are indicated there



Units that can be built have a card shape with a round top. If grayed-out, it means the unit cannot be built because lack of levies or gold (or mix of both). Units your nation cannot build at all (because they are not your "type" are not shown at all).

Building forces is influenced by the following parameters:

- Province is owned (mandatory, for Empires and Kingdoms).
- You have enough levies to build the unit: levies are provided to your nation by the populations under your control, usually rural population providing levies for land units and urban populations providing for naval levies (the ones used for ships).
- You have enough gold to pay the unit's cost.
- You can build naval units only in castal provinces that contain a port city.
- Your nation is allowed to build such a unit: this is usually something you cannot do much about, as it is based on your nation's ethnic group. For instance, nomads will usually not be allowed to build ships, even if they control some coastal cities.





Important: Barbarians (including raiders) do not need to build and pay troops, and the players has no action or decision to do there: those units will appear automatically at regular interval (usually at year's start) in the province that contains their barbarian horde(s). This feature is what makes the Barbarians interesting, and both weak and powerful at the same time (free units, but do not lose your horde control!)

Maintaining Units

Military units in the game cost gold every year to Kingdoms and Empires, to be maintained (lest they are removed from play). Barbarians pay no maintenance. In average, the maintenance cost is 10% of the building cost, but this may be influenced by other factors (see units chart in the Appendix).

Movement

Units can be moved when selected (in military mode) by right-clicking on the destination province (or sea zone / port for naval units).

Cursor Shape

The shape and look of the mouse cursor will change when positioned on the destination province or sea zone, depending on the move conditions, as follows:

- Hand-shape, red : provinces or sea zones where movement is impossible or illegal
- Ram : a province with an enemy city, indicating that a siege will be started upon arrival in said province,
- Loading arrow : when targeting a friendly fleet in an adjacent sea zone which has the capacity to load the land unit you are currently moving.
- Unloading arrow : when targeting a province adjacent to a friendly fleet in a sea zone (which fleet transports some of your land units).

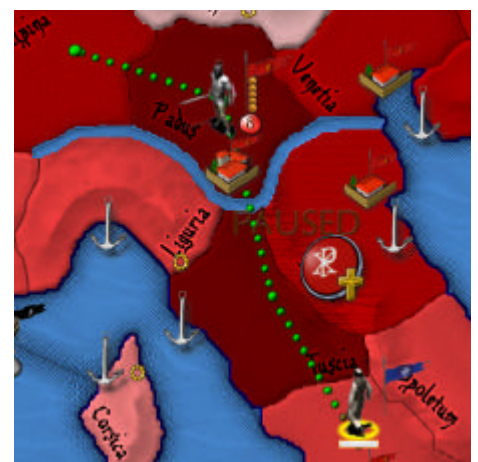
Movement Path

As soon as movement is validated, your unit will start moving. A set of green dots will appear on the map through all provinces or sea zones your unit is going to move through before it reaches its final destination.

Movement Length and Cost

The time it takes for a unit to reach its destination is influenced by different factors that are altering its speed, among which:

- The speed of the slowest individual unit in the selected army or fleet,
- The terrain type in provinces passed through (mountain or marsh terrain takes much longer to cross than plains for instance)
- The weather and climate conditions,



Note also that when a unit has lost a battle and is undergoing retreat, the unit will move by itself towards the closest friendly province or sea zone.

Entering or leaving towns

Land units may enter in or leave friendly cities, by using either the specific action button of the main interface (city walls with arrow in/out). This cost no movement time and has effect on:

- protecting one's units from an incoming, larger enemy force and thus avoid field battle,
- attrition: units within cities are protected against its effect, unless besieged.



Naval Transport

Naval transport is the fact of placing land units on fleets to ensure their transportation and movement over sea zones. It is usually much faster than normal land movement, although there are risks linked to possible naval combat and also sea conditions.

Loading & Unloading naval units

Land units may be loaded on and unloaded from ships by using either the specific action button of the main interface (ship with arrow in/out) or, when the ships are off to sea, by selecting the land unit, then clicking on to the naval unit.

To be transported by a naval unit, the Transport Cost of the land unit(s) must be inferior or equal to the Transportation Value of the naval unit(s).

Transport Costs:

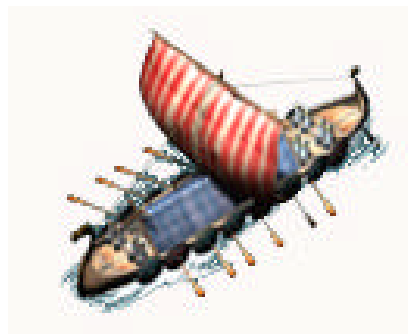
- All Viking land units of any type have a “transport cost” factor of 1 (whatever their weight).
- All other units (be they Heavy lands units, Supply Trains, Siege Trains and all Cavalry) have a “transport cost” factor equivalent to the unit’s weight.
- Hordes have a “transport cost” factor of 10.

Transport Value:

- All Warships have a “transport value” factor of 6.
- All Transport Ships have a “transport value” factor of 10.

If a naval unit enters a port, all troops on board automatically disembark in the coastal province that holds the said port.

It takes twice as much time to board ship from a coastal province without city/port as compared to one that has those infrastructures.





Attrition

This represents the natural weariness of units (both on land and at sea) when they move. All provinces have an attrition value (from 1 lowest to 9 highest, the higher the more dangerous).



In military mode, the supply level of a province is displayed below the terrain sprite, by a colored gauge and two bags of grain. The more the gauge is filled (and the greener), the better the supply in the province (and the lower the attrition).

The Attrition table, where losses are implemented, is the following:

Modified DIE	MODIFIED ATTRITION VALUE								
	1	2	3	4	5	6	7	8	9
0-	-	-	-	-	-	-	-	-	*%
1	-	-	-	-	-	-	-	*%	10%
2	-	-	-	-	-	-	*%	10%	20%
3	-	-	-	-	-	*%	10%	20%	30%
4	-	-	-	-	*%	10%	20%	30%	40%
5	-	-	-	*%	10%	20%	30%	40%	50%
6	-	-	*%	10%	20%	30%	40%	50%	60%
7	-	*%	10%	20%	30%	40%	50%	60%	70%
8	*%	10%	20%	30%	40%	50%	60%	70%	80%
9	10%	20%	30%	40%	50%	60%	70%	80%	90%
10	20%	30%	40%	50%	60%	70%	80%	90%	100%
11+	30%	40%	50%	60%	70%	80%	90%	100%	100%

- **Columns** on the attrition table are modified by the wilderness, looting or civilization status of the province, time of the year, weather, terrain and supply level of units,
- **Lines** on the attrition table are modified by the leader's MIL value, looting status of province, time of the year, weather, climate and, last but not least, by the status and ethnic group of the concerned nation (for example, Nomads suffer less attrition than others in steppes terrain)

You can switch the map to attrition mode by using the Tab key.



In attrition view, the colors are voluntarily striking, in order to catch the player's attention (see above). Usually, green colors are indicating provinces or seas where risks are lower, while red shows the places where danger to suffer heavily from attrition is highest.

Attrition hits received are shared as equally as possible between all units present, supply units (carts) taking them first and usually in large quantities (that what they are for).

Un-supplied or Besieging units that lose 30%+ of their total resistance from attrition automatically loot the region they are in, and recover a total of 2 Hits per population level of said region, provided region is not already looted (as per the flames symbol located in the interface, and visible on map)

All units **in besieged cities** must check each month for siege attrition. Besieging units (i.e. outside the city) check attrition normally.

Naval Attrition

All sea zones have also an attrition value (from 1 lowest to 9 highest), called risk value. Otherwise, the process works the same.



Battles

Principles

A battle occurs when two opposing (i.e. different non-allied nations) armies or fleets of nations at war are in the same land province or sea zone. When this happens, combat is proceeded as follows :

1. Tactical Superiority is determined : the side with Tactical superiority (*usually the defender*) gets combat bonus.
2. Battle Terrain is determined (*land only, but not always the one you can "see" on the map*)
3. Units are displayed on the battlefield
4. Battle Starts, with superiorities and initiative determined (*various factors influencing*), then combat is resolved automatically in consecutive rounds.
5. First combat round provides for both fire and shock combat, then on ensuing rounds, it will be mostly shock.
6. Players can always see their morale level, combat gauge (i.e. chance of winning) or can select retreat during combat
7. Retreating units will be pursued (*unless they have played a succesful retreat stratagem*). Cavalry inflicts most losses at this stage.
8. Routed units are pursued more heavily. Calvalry, and especially light one, is deadly there.
9. Morale is recovered for both sides
10. Loser leaves in full retreat (it goes into a city if a friendly one is present, or leaves the province / sea otherwise)
11. Victory Points are awarded.

Preparation for Combat

Before the real fighting in the battle occurs, the first steps for combat preparation are the following :

- I. Tactical Superiority is determined : the side with Tactical superiority (*usually the defender*) gets a bonus.
- II. Battle Terrain is determined (land only)
- III. Units are displayed on the battlefield (see sketch A)
- IV. Other bonus are determined: cavalry, archers, heavy units, elite troops, stratagems.



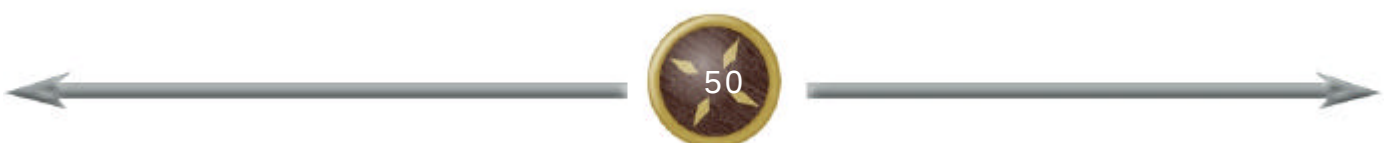
Attacker and Defender

The Attacker is the player who has moved units into the province, the Defender is the one who had units into the region before the Attacker moved in (or arrived first, for real-time considerations)

Tactical Superiority and Terrain

Tactical Superiority is determined half randomly and half according to MIL and RUS values of the stack leader. The side that gets the best value has TS, granting it a 20% bonus to combat resolution. In case of ties, nobody has TS.

This is where the fact players ignore the RUS value of the leaders gets its importance, has nobody can ever be sure of victory if the opposing leader is a clever trickster !





Terrain

Then the terrain in the province is checked :

- On Land, terrain is determined randomly from a matrix of terrain possibilities, sometimes générating some "tactical" surprises (*for instance in a mountain province, the battle may take place in a little plain in some unknown valley of yours!*).
- The choice of terrain is strongly influenced by the RUS rating of the leader, and usually most of the time favors the defender.
- At Sea, the terrain is automatically Sea.

Terrain type acts as percentage modifier (Te) to both fire and shock powers of units, during the various combat phases, along the following lines:

Fire : Terrain modifier is 100% except in the following cases :

- Defender in Hills / Mountains : 110%
- Attacker in Hills / Mountains : 90%
- Barbarians in Forest * : Te=110%
(* do not apply to Nomads)
- Non-Barbarians* in Forest / Swamp : 80%
(* Nomads are considered Non-Barbarians for this rule)
- Nomads in Steppes : Te=120%

Shock : Terrain modifier is 100% except in the following cases :

- Defender in Hills / Mountains : 110%
- Attacker in Hills / Mountains : 90%
- Barbarians in Forest * : Te=110%
(* do not apply to Nomads)
- Non-Barbarians* in Forest / Swamp : 80%
(* Nomads are considered Non-Barbarians for this rule)
- Nomads in Steppes : Te=120%
- * Arabs in Desert : Te=Te+10%

The importance of cavalry in those times is represented by the following extra modifiers:

- Heavy Cavalry and Nomadic Nobles shock value is doubled (*2) in Clear Terrain
- Knights and Cataphracts shock value is tripled (*3) in Clear Terrain
- Horsemen and Nobles (i.e. Nomad Cavalry, both light and heavy) have their shock value doubled (*2) in Steppes or Desert terrain

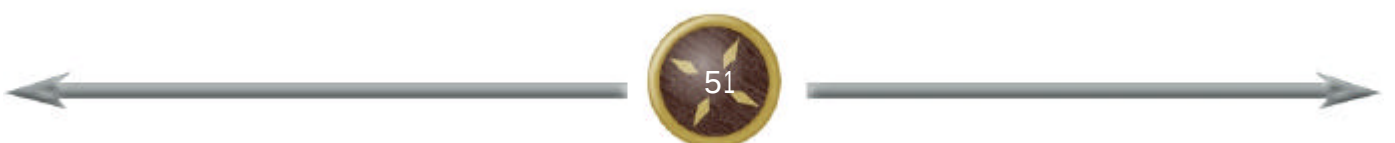
Stratagems and Events

Some events in the game will give sometimes bonus or penalty to some nation for combats. This will be either due to historical events, representing some key factors in history, or due to random events, which is the hand of fate.

Also, players will be able to use some military stratagems to influence the outcome of battles. The applicable military stratagems are:

- "Military Skill",
- "Reconnaissance",
- "Spy",
- "Traitor",
- "Mutinies",
- "Desertions",
- "Native Alliance"
- "Ambush".

NB : Stratagems effects are listed in the appendix.





The Units bonus: Superiorities

In addition to the overall Tactical Superiority determined previously, some other key factors in the battle are calculated based on the mix of units that are present on each side. Those “superiorities” are an essential component to victory, because each gives an extra 10% chance to score higher results during the battle rounds (or some may reduce the opponent’s bonus).

Apart from stratagems and events, there are four types of possible other bonus that can be applied, each usually giving a 10% extra chance of hitting hard (or reducing enemy’s chance by the same amount).



CAVALRY SUPERIORITY (CS) : the side that has twice as many cavalry type units than the other gets the Cavalry Superiority (CS) bonus.



ARCHERS SUPERIORITY (AS) : the side that has twice as many fire points than the other gets the Fire Superiority (CS) bonus.



HEAVY UNITS SUPERIORITY (HS) : the side that has twice as many heavy units than the other gets the Heavy Units Superiority (HS) bonus.



ELITE UNITS BONUSSES (EB1 and EB2) : the bonus applies to each side if relevant. If a side has at least 50% of Elite units (and a minimum of 2 elite units present), it gets the level #1 Elite Bonus (EB1). If a side is an Empire with at least 50% elite units (no matter how many units present), it gets the level #2 Elite Bonus (EB2). EB2 cancels and replaces EB1 when applicable.

Battle Resolution

The only player’s interaction in battle mode is to select a stratagem or to choose to retreat. The only way to get a better result is to play a stratagem, if the player has any. Once the battle is started and the player has no stratagem to play, he cannot influence it anymore, except by choosing to retreat.

The battle takes place in front of the player’s eyes and is resolved in a series of succeeding rounds. What happens during the battle:

- **On the First round**, Units fire at each other (arrows, javelins, etc.) then move close to hand-to-hand contact and fighting, where decisive elements will be shock power, but also factors such as the various superiorities and, ultimately, resistance, experience and discipline.
- The shock phase lasts a variable number of rounds (first and subsequent ones), at the end of each there is a morale check. The first army that loses her morale is defeated.
- When an army breaks, it routs and is pursued by the winner. It is usually at this time that units suffer the highest losses.



Naval Combat

The battle display in naval combat is similar to the land one, except that terrain (sea) has no effect. On the other hand, leaders which have NOT the admiral special ability (i.e. the anchor symbol) have their Mil values halved compared to that of admiral ones.

- Note that seafaring nations (such as all Vikings) have most of their leaders with the Admiral ability.
- There are a few special and original units such as the Byzantine fire dromons that will create devastating fire losses during naval battles. Hopefully for their opponents, there are only a few of them!



Combat & Cities

Assaults

In an assault the attacker tries to take the city by launching an attack on the city walls. A besieging army can launch an assault on the fortification at any time.

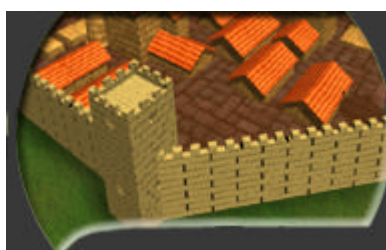
To launch an assault the player selects the besieging army and clicks on the assault button.

Assault Combat is resolved as a land combat, in particular with fire and shock phases, but the differences from the ordinary land combat are:

- There is no terrain modifiers or effects in assault combat.
- Cavalry will not participate in the assault (**a weakness for Nomads !**).
- Fire value of all defenders is doubled, but Full fire value of siege trains is used
- Shock value of all defenders is increased by twice the fortification level. Full shock value of siege trains is used
- Fortification level, if no breach result has been obtained previously, is deducted from the attackers "die-roll", hereby reducing its efficiency
- "Traitor", "Engineering" and "Military Skill" stratagems give bonus to assault combat.

The attacker wins the assault if all the city defenders are eliminated (i.e. intrinsic and additional garrisons) or if the defender gets a retreat result due to morale loss, otherwise the defender wins the battle.

- If the defender wins, the besieger will continue to siege the city if it has any remaining unit(s) in the region.
- If the fortification is successfully assaulted, it will lose 1 level of fortification (to a minimum of 1)
- The city may be sacked as a result of an assault.



Sorties

A sortie is made by the defender of a besieged city, using all available troops except the intrinsic garrison. A normal assault combat will then be resolved, with the units leaving the city being considered as the "assaulting" units, and the besieger being considered as the "defender".

Relief Forces : ordinary combat in a besieged region

A relief force is a force enemy to the besieger that enters the region with the besieged city to attack the besieging force.

- If such an attack is in the same day a siege phase would be resolved, the ordinary combat will be resolved first.

Blockade and Battles

A sortie made by naval units of the defender of a blockaded city (whether besieged or not) will automatically generate a normal naval battle.



Command & Reorganization

Commands

Military units (i.e. stacks) are always given a leader to command them, either from the game historical leaders database or from randomly generated leaders when necessary. The highest ranking leader always takes command of units, all other leaders there are his subordinates. In the game, the hierarchy is the following:

- Monarchs are always supreme commanders
- Among non-monarch leaders, hierarchy comes automatically out of oldest age first.
- When no historical leader is available, a random leader is created by the game; but those kind of leaders have always a lower rank than historical leaders.

Leader Pool

All historical leaders that are not assigned to military units (i.e. stacks) are located in the nation's leader pool. Here they will wait for assignment, either automatically when a new unit without a leader is created, or when the player appoint them to certain units by using the leader button.





Reorganizing Armies & Fleets

All units can be reorganized (split or combined), without limitations. Note that:

- When you merge two units (or more), the highest ranking leader takes command, but the other leader(s) stay with the newly merged stack until you send them back to the pool
- This works only for historical leaders, merged random leaders are removed.
- When you split a stack (containing at least two units), and the splitting stack has only one leader in it, then the newly created stack receives a random leader to take command. If you want to assign an available historical leader to the new stack, you must do this manually from the pool (if it owns any leader).





ECONOMICS

Definitions

Economics provide nations with the necessary means to build (infrastructures, units, trade) and maintain (units). The main economic resource or means of evaluation produced and used by the economic system is gold.



Provinces

The basic subdivision of the map is the province. A province has a certain number of human and economic features:

- Population: divided into a rural part (always) and an urban part (if any, only if a city exists in the province). A province may in general never have more than 3 population points (each representing a variable number of people of different races and religions) in the rural part and 3 in its potential urban part (there are very few exceptions where you can find 4 points, but it concerns only a few provinces).
- Special Resources: they may exist in some provinces. They do provide extra gold income (directly or with buildings) and an opportunity to do some trade (as they generate "Trade embassies" regularly).
- Buildings: they are either rural (farms, mines, monasteries) or, when a city exists, urban (market, walls, cathedrals) and bring extra gold income. Some specific buildings also provide specific benefits.

Population and Ethnicity

Population of a province is a permanent but evolutive feature in the game. A province population is a number between 1 and 3 for its rural part, and an extra 1 to 3 if the province has a city.

- Each separate population point has a number of "inhabitants" associated to it. It is a figure between 1,000 and 25,000.
NB: as a ratio, the game figures 1 for more or less 10 people in those times (i.e. a value of 500 is in fact 5000 people)
- Each separate population point in the province belongs to only one ethnic group and has only one religion. Ethnic groups affect revolts and content, and speed of civilization, as well as religious conversion.
- Ethnic groups also have a determining influence on the number of levies provided (see below)
- If an ethnic group in a province is the same as that of the province owner, it is called the dominant group and will enjoy a faster growth rate than the others.
- A few provinces (Egypt for instance) exceptionnally have 4 population points, to represent their comparatively huge population at those times, as well as the specific wealth of those particular provinces (agriculture, climate, ressources, etc...)

Levies

Population figures generate levies of the following types:

- Land Levies, used to raise land units, which are function of the ethnicity group and Rural population points
- Naval Levies, used for naval units, are usually a function of the Urban population of **coastal** cities
- The Ethnic group of the population points diversely affects the rate at which those levies are produced; for instance Nomadic ethnics do not provide naval levies whereas the Hellenistic group produces 120% naval levies.



Growth

Growth of both population types (rural and urban) is basically set at a standard flat rate of 0.5% yearly, with modifications.

- Each year, growth is implemented.
- However, the dominant group grows a bit faster and “eats” some of the growth from other groups, leading ultimately to potential reduction of those minorities
- When the number of inhabitants in each population point reaches or exceeds 25,000 people, another population point will appear in the province after some time, usually from the currently growing ethnic group. But if there are more than one ethnic group reaching or exceeding this value, only the dominant group will grow and the new population point will be from this group
- If a province has less than 3 populations points in the rural part, the growth will occur there. If it has 3 already, the growth will create a city, unless one exists already.
- If a province is at its maximum (urban or rural), there is a fair chance that the growth results in the migration of a population point into a nearby, non-saturated, province.

However, population will also decrease regularly during the game (this making some kind of balance with the above), with factors included such as:

- Looting, warfare
- Epidemics, climate

Civilization

Civilization is an abstract indication which more or less covers the development level of a province. A province may only have two status:

- Wild : the province is underdeveloped and very few economic action is allowed there. It will take some time for the province to get civilized, as indicated by the civilization progress indicator. Control by Kingdom or Empire, or the presence of a monastery are factors that speed up the process.
- Civilized : the province is really developed and all types of economic actions are allowed there. However, prolonged control by Barbarian nations and factors such as looting or revolts may lead the province back to Wild status.

Control & Possession

If you do not have possession or control of a province or city, you get no income from it and cannot undertake any economic operation there. Control however allows trade operations.

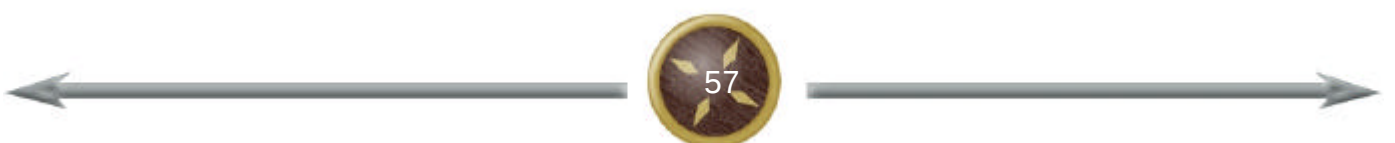


Resources

Resources are present in provinces and sorted according to the following four genres:

- Foodstuff (represented in 3 different types: Grain, Oil, Wine)
- Luxury Goods (represented in 3 different types: Jewels, Clothing, Furs.)
- Building Material (represented in 3 different types: Stone, Wood, Slaves)
- Military Equipment (represented in 3 different types: Iron, Horses, Weapons, the latter being also of different genre according to province owner.)

There are usually only 1 Resource sprite maximum per province, and not everywhere. These ressources are bonus and provide extra income (see income summary) and extra embassies (for trade agreements).





Buildings

You need gold to build those buildings. A detailed list is given in the Appendix

Rural province buildings (not buildable in wild provinces)

- Farm (if province is civilized)
- Mine (in mountain only)
- Granary (if province already has farms)
- Limes, a kind of fort for Empires (in border provinces only)
- Monastery (Catholic Christian religious building)

Urban province buildings (buildable only in cities)

- Barracks
- Market
- Church / Mosque (religious building)
- Cathedral / Great Mosque (More important religious building)
- (Justice) Court
- (Governor's) Palace
- Walls [= fortification levels of cities]
- Shipyard , if city is also a port



Trade

Trade works with a concept similar to that of diplomatic embassies. You can trade special resources to another nation by “sending” the trade embassy to her. Trading resources brings extra gold and improves relations with the destination nation. There are also two other trade sources that are handled automatically by the game (just receive the cash, you have nothing else to worry about!)

Shipping, in the form of merchant vessels that will appear regularly between trading port cities all over the map. Each time a merchant ship reaches one of your ports, you get 1 gold income in shipping taxes. Shipping appearance and frequency is influenced by parameters such as

- Size of origin port and ethnics of population (e.g. the Hellenistic group has a trading bonus)
- The location of the ports (departure and arrival), with those in civilized provinces around the Mediterranean sea getting a higher premium
- The presence of bonus resources
- The port owner's status, Empires being most favored for trade activities.)

Caravans will appear at random intervals on the fringes of the game map and will start moving towards key trading cities. When they reach their destination, a sound gold benefit is received.



Both Caravans and Shipping may be subject to interception via pirates, bandits, revolts and barbarian, usually leading to their destruction.





Taxation and Income

Nation's income is province-based. Barbarians do not receive any income or taxation except via events, bribes, tributes and looting.

Nations Income

A nation receives tax income from the provinces it owns and controls, based on population, buildings, special resources and trade. Empire nations have the unique option to change their taxation level, but any change must be carefully balanced (see Administration).

Income Summary

The chart below summarizes the various income sources and amount.

Origin	Base (Gold)	When	Situation Modifiers (before Tax modifier)	Remarks
Land Tax	▪ 1 / province	January	▪ 0% = in revolt / enemy ctrl ▪ 0% = Wild province	Per province owned and controlled, whatever the size or population.
City Tax	▪ 1 / city level	January	▪ 0% = in revolt / enemy ctrl	Per city owned and controlled, based on city level.
Peasant Tax	▪ 2 / POP	August	▪ 0% = in revolt / enemy ctrl ▪ 50% = different ethnic group ▪ 0% = Wild province	Apply only to rural population. Check ethnic group compared to that of nation's
Burgher Tax	▪ 4 / POP	January	▪ 0% = in revolt / enemy ctrl ▪ 50% = for Kingdoms	Apply only to urban population, whatever the ethnics or province types.
Harbor Fees	▪ 1 / Harbor	January	▪ 0% = port blockaded ▪ 0% = Barbarian	
Infrastructures	▪ Farm = 1 ▪ Mine = 2 ▪ Market = 1	January	▪ 0% = looted	Only these buildings give income. Other do not (they have their own other benefits)
Foodstuff Resources (F)	▪ Cereals = 3 ▪ Oil = 1 ▪ Wine = 2	August	▪ 0% = looted	Only once per year, in August, with Peasant tax.
Luxury Goods (L)	▪ Jewels = 5 ▪ Clothing = 5 ▪ Furs = 2	January	▪ 0% = looted	
Building Material (BM)	▪ Stone = 1 ▪ Wood = 1 ▪ Slaves = 2	January	▪ 0% = looted	
Military Equipment (ME)	▪ Iron = 1 ▪ Horses = 2 ▪ Weapons = 3	January	▪ 0% = looted ▪ 50%=Barbarian owner ▪ 100%=Kingdom owner ▪ 300%=Empire owner	
Trade Tax	▪ Merchants ▪ Caravan ▪ Embassies	Upon occurrence	▪ None	Apply every time that a merchant ship or a caravan arrives, or a TDC is signed. See Trade design
Events	▪ Event-based	Upon occurrence	▪ None	
Looting a province	▪ 2 per POP + Random(5) + ressource ?	Upon occurrence	▪ None except leader RAI modifier ▪ Note that ressource value is added if the province has one.	Income may be modified by the leader of the stack undertaking looting if he has the RAI special capacity.
Region control	▪ # as per regional Revenue value	January	▪ Check based upon complete or partial control ▪ Only for Empires (not Kingdoms)	
Muslim Religious Tax	▪ 1 / POP	January	▪ 0% = for all POP of Muslim religion ▪ 100% = non-Muslim populations	Apply only to nations of Muslim religion, to all types of POP (ethnic and non-ethnic, peasant or burgher or migrant) under their control



Expenses

There are many different opportunities in the game for a nation to spend its gold. Except Barbarians who do not need to spend a lot, most Kingdom or Empire actions have a cost, and the costliest of all are those related to the military budget and the administration.

Destination	Base (Gold)	Frequency	Modifiers	Remarks
Army Pay	▪ 1 / land unit	Monthly	0% = unit besieged 0% = Barbarian 50% = Kingdom 100% = Empire 200% = Cavalry units, except for Nomads 50% = ethnic group with Warlike special feature	Per unit of same nationality owned and controlled, does not include allies, federates and mercenaries.
Navy Pay	▪ 2 / naval unit	Monthly	0% = Barbarian 100% = Kingdom 50% = Empire 50% = ethnic group with Seafaring special feature	Per unit owned and controlled
Existing Fortifications	▪ 10 / Level	January	50% = Empire 100% = Kingdom 0% = Barbarian	Barbarians do not pay maintenance : instead, there is a 50% chance every year that 1 level of fortification disappears for lack of maintenance if in region or city controlled by a Barbarian nation. → Minimum level = 1
Military Buildings	- Barracks = 10 - Shipyards = 20	January	0% = Barbarian 200% = Empires 50% = ethnic group with special feature for shipyard 50% = ethnic group with special feature for barracks	Barbarians do not pay maintenance : instead, there is a 50% chance every year that the building disappears for lack of maintenance if in region or city controlled by a Barbarian nation. → If it disappears, the Barbarian nation receives 5 gold
Government and Religious Infrastructures Maintenance	- Court = 5 - Monastery = 5 - Cathedral = 10 - Palace = 10	January	0% = Barbarian 0% = for Cathedrals and Monasteries controlled by Muslim nations	Barbarians do not pay maintenance : instead, there is a 50% chance every year that the building disappears for lack of maintenance if in region or city controlled by a Barbarian nation. → If it disappears, the Barbarian nation receives 5 gold
Economic Infrastructures Maintenance	- Farm = 3 - Mine = 5 - Granary = 5 - Port = 5 - Market = 10	January	0% = Barbarian 50% = ethnic group with special feature for farms and granaries 50% = ethnic group with special feature for all but farms, mines and granaries	Barbarians do not pay maintenance : instead, there is a 50% chance every year that the building disappears for lack of maintenance if in region or city controlled by a Barbarian nation. → If it disappears, the Barbarian nation receives 5 gold
Events	▪ Event-based	Upon occurrence	▪ None	

→ Military units construction cost is listed in details the appendix. Same for buildings.



ADMINISTRATION

Administration Process

Administration is an activity that concerns only Kingdoms and Empires. Each non-Barbarian nation has to be administrated. This works according to the following guidelines:

- Nation Administration Requirements
- Administration Points collection
- Spending Administration Points
- Results of Administration
- Particular Cases



Nation Administration Requirements

The base of administration requirement is the province (the smallest geographical unit of the map).

Base Need

For each province individually, the Base Administration Need is calculated as follows :

- Add 1 for every point of population in the province rural part
- Add every point of city population in the province, if there is one, and add 1 to this figure (only if there is a city).

The sum makes up for the Administrative need.

Province Modifiers

For each province individually, the Base Administration Need is modified for specific parameters, as follows :

- Add 1 if there is a revolt in the province
- Add 1 if the province is looted
- Add 1 if the majority (50% up) of the population is of different ethnic group as that of owning nation
- Add 1 if the majority (50% up) of the population is of different religion as that of owning nation
- Add 1 if there are population points of heretics compared to the religion of the owning nation
- Add 1 if 100% of population points are heretics compared to the religion of the owning nation
- Deduct 1 if 100% of the population is of same ethnic group as that of owning nation
- Deduct 1 if 100% of the population is of same religion as that of owning nation
- Add or deduct # as per event

All the above modifiers are cumulative upwards without limit. However, the lowest administration value for a province cannot be lower than 1.

The modified sum applied to base need makes up for the Province Administrative Need (PAN). The value is stored for each province, then the sum of all these provinces Administrative Needs is made for the whole nation, giving the Nation Administrative Need (NAN).

- The value is stored for a duration of 3 years. It does not change for any reason except if mandated by events. At the start of the fourth year following a administrative need calculation, it is re-calculated according to above process, taking into consideration the modifiers and all parameters that may have changed since the last calculation.



Obtaining Administration Points

Normally, nations have to “buy” their Administration Points (AP) in order to use them, **which is done once every three years in average** (may be more or less frequent depending on nation age). They may also receive regularly (i.e. at certain time intervals) “free” ones, or even accumulate / lose AP during the course of administration, and this over time.

Base Cost

For each AP, the standard Base Cost (in gold) is dependant on the Age and Status of nation, as per the following chart:

Age	Kingdom	Empire
1	1	1
2	1	1
3	1	2
4	2	2
5	2	3
6	3	3
7	3	3
8	4	4
9	4	4
10	4	4
11	4	5
12	5	5
12+	5	6

Example : a nation is a Kingdom, aged 8 : its base cost for AP is 4 each.

Nation Free Administration Points

Each nation will receive (at the national level) some “free” AP, from the start of the scenario, and this regularly over time, depending on the following criteria:

- Kingdom Age 1 : 1 every 4 months *
- Kingdom Age 2 : 1 every 8 months *
- Empire Age 1-2 : 1 every 3 months *
- Empire Age 3-5 : 1 every 6 months *
- Empire Age 16-7 : 1 every 9 months *
- Monarch's ADM value: 1/12 every month (NB : when a monarch dies, its AP balance is reset to zero!)
- Events / Stratagems : # as per event / stratagem, upon occurrence / play

(* = starting from the very first month of the scenario)

Local (Province) Free Administration Points

Some Provinces may receive (at the local level) some “free” AP, also from the start of the scenario, and this regularly over time, depending on the following criteria:

- Province holds capital city of nation: 1 each year in January
- Province holds region capital: 1 every 36 months
- Province has Justice Court : 1 every 36 months
- Governor : use the ADM value *plus* the ability bonus (if present) at the start of each year.
- Events / Stratagems : # as per event / stratagem, upon occurrence / play

These Province AP are stored in the province free data and will be taken into account when spending APs (see C below).





The components listed above are stored individually for player information, using the following rubrics:

- Monarch
- Status & Age
- Governors
- Buildings
- Various

NB : Provinces may not accumulated more APs than their AN. Nation may not accumulate more APs than ADM*10.

The Checks

At regular intervals (usually 3 years), each Nation is checked for administration. The calculation of the frequency depends mostly on the nation status, age and size, as listed below.

	Kingdom	Empire
Basic Frequency in months	36	60
Age modifiers (change the above by adding cumulatively)		
Age is <3	0	0
Age is 3-4	-3	-6
Age is 5-7	-3	-6
Age is 8-10	-6	-12
Age is 11	-6	-12
Age is 12+	-6	-12
Size Modifier		
Nation has 1-2 provinces	0	0
Nation has 3-7 provinces	-3	0
Nation has 8-12 provinces	-3	-3
Nation has 13+ provinces	-3	-3

However, there are minimum requirements for the frequency of those checks, as follows:

- At least once every 3 years, one check must be made at a minimum.
- No more than 2 checks per year
- No more than one check every season (winter, spring, summer and fall)
- When a Kingdom evolves into an Empire (status change), 1 extra check.
- Every time a decline (DEC) result is obtained, another check is done automatically in random(6) months

Once a check is determined, the check is handled in a sequence of steps, as follows:

- The ACV, or Administration Column Value, is determined for the nation: it is a percentage calculated on the number of AP spent compared to the nation need, rounded down to closest multiple of 10%
- Modifiers for columns (see **b** below) are applied, to a minimum of 0% up to a maximum of 100%
- Calculate MOD, a net + or – value derived from the list of modifiers for randomness (see **c** below).
- Generate a random TEST value between 2 and 12 (same as two six-sided die-rolls), and add to the TEST number the net MOD calculated above.
- Read the modified TEST value on the column corresponding to NACV on the Administration Table (see **a** below).



The Administration Table looks like that :

ADMINISTRATION TABLE											
TEST+MOD	NACV										
	0%	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
2-	COR	RUL	11	11	REB	11	12	MNG	12 *	MNG	MNG *
3	REB	COR *	10	11 *	11	10 *	11 *	12	MNG	12	MNG
4	8	9	9	10	10*	COR	10	11 *	12	TXR	12
5	7	8	8 *	RUL	COR	REB	TXR	10	11	11 *	11 *
6	6 *	7	9	COR	7	9	9	TXR	11*	11	RUL
7	REB	REB	RUL	9 *	TXR	7 *	RUL	9	TXR	RUL	TXR
8	5	6 *	7	9	8	8	9 *	8 *	10	11	11
9	4	5	6 *	REB	7 *	TXR	8	RUL	RUL	10 *	10
10	3 *	4	REB	7 *	6	7	7	7	9	10	RUL
11	COR	3	5	6	RUL	6 *	REB	7 *	8 *	9	9
12+	DEC	REB	DEC	5	5	5	6	6	7	8 *	9 *

Explanation of Results

- # : a numerical value for aging test (see 4 below)
- RUL : a ruler's value change (see 5 below)
- MNG : a management bonus (see 6 below)
- TXR : a taxation bonus (see 7 below)
- COR : corruption (see 8 below)
- REB : a rebellion check (see 9 below)
- DEC : Decline (see 10 below)
- * : a logistical points bonus of 1 in province (see chapter III)

Administration Column Modifiers (all cumulative) are applied to the ACV value to obtain the NACV above:

- Nation is Nomadic : -10%
- Age : -10% for every 5 years above age 12
- War_Lost : -10% for every 4 full provinces of nation that are occupied by an enemy (rounded down).
- War_Won : +10% for every 4 provinces of enemy nation that are occupied by active nation (rounded down).
- Events / Stratagems : as per event / stratagem description.
- Monarch's ADM value is 8 or 9 : +10%
- Monarch's ADM value is 10 : +20%
- Monarch's ADM value is 4 or less : -10%

Test die-roll Modifiers (MOD) are added cumulatively (without limit) to calculate MOD :

- Tax Rate of Nation is low : -2
- Tax Rate of Nation is high : +2
- Nation does not control its capital: +3
- Monarch's RUS value : +5-RUS
- Events / Stratagems : as per event / stratagem description.



Administration Results

Administration results depends on the calculations made from the expenditure of APs compared to the NAN.

Which Province affected by Checks

Once a check is determined, a province in the nation is selected more or less at random, among a “pre-selection” of 10 (or less if total provinces is less), this pre-selection being made out of provinces taken from the total of provinces with some key variables such as:

- At least one province is in the region of the capital,
- At least 50% of the provinces are in the periphery, starting a random selection among these from the provinces which are the farther away from the capital province,
- At least one province with 100% different ethnic group must be in the selection (if it exists)
- At least one province with 100% different religion(s) as that of nation must be in the selection (if it exists)
- At least one province with heretics compared to nation's religion must be in the selection (if it exists)
- At least one province with Barbarian federates troops must be in the selection (if it exists)
- At least one looted province must be in the selection (if it exists)
- At least one province with a border with an enemy nation must be in the selection (if it exists)
- At least one province a city must be in the selection (if it exists)
- At least one province with an army must be in the selection (if it exists)

→ Note that all variables with an “At least” requirement may accumulate (a province that has one or more of the requirements qualifies for all those requirements).

Administration Result {#} : Extra Aging - Compare # value in table with current age of nation:

- If the # value is higher or equal than age, no effect.
- If the # value is lower than age, then :
 - Province tested is Capital of Nation : add 5 years to aging
 - Province tested is in Core of Nation, or is Capital of Province : add 3 years to aging
 - Province tested is non-Capital in Periphery : add 1 year to aging

Administration Result {RUL} : Ruler's change

- If the province is not a Capital, add 1 year to Aging.
- If the province is a Capital, then :
 - Province tested is Capital of Nation : add $[3 - \text{random}(5)]$ to ADM of nation's monarch. If ADM reaches 10, add 10 Gold in treasury. If ADM reaches 1, remove 10 Gold from treasury.
 - Province tested is Capital of Province : add or remove 1 (50% chance each) to Administrator's ADM value (1 to 10 range), if any.

Administration Result {MNG} : Management bonus

- Add $\text{random}(5)$ APs in the available stock
- In addition :
 - Province tested is Capital of Nation : remove 5 years to aging
 - Province tested is in Core of Nation, or is Capital of Province : remove 3 years to aging
 - Province tested is non-Capital in Periphery : remove 1 year to aging





Administration Result {TXR} : Taxation Efficiency

- ▲ Add 10% to gold income in ALL provinces for the next 12 months
- In addition :
 - Province tested is Capital of Nation : remove 3 years to aging
 - Province tested is Capital of Province : remove 2 years to aging

Administration Result {COR} : Corruption

- Increase all costs in province by 25%.
- In addition :
 - Province tested is Capital of Nation : lose 25 Gold, reduce ADM of monarch by 30% (rounded down) and add 3 years to aging
 - Province tested is Capital of Province : lose 10 Gold, reduce ADM value of Administrator (if any) by 50%, add 2 years to aging

Administration Result {REB} : Rebellion - Check Rebellion in Province

Administration Result {DEC} : Decline

- Increase all costs in ALL provinces by 10%.
- Generate another Check in random(6) months (see above)
- In addition :
 - Province tested is Capital of Nation : add 3 to AGE of nation (up to a maximum of 12)
 - Province tested is Capital of Province : add 2 to AGE of nation (up to a maximum of 12)
 - Other province : add 1 to AGE of nation (up to a maximum of 12).

Administration Risks info to Player in Administration Window

Based on how many AP the player spends, and also on the tax rate, plus those modifiers which are known now (they may change at the time of the check, giving the player some uncertainty!) it is easy to calculate which column of the Administration table will be used.

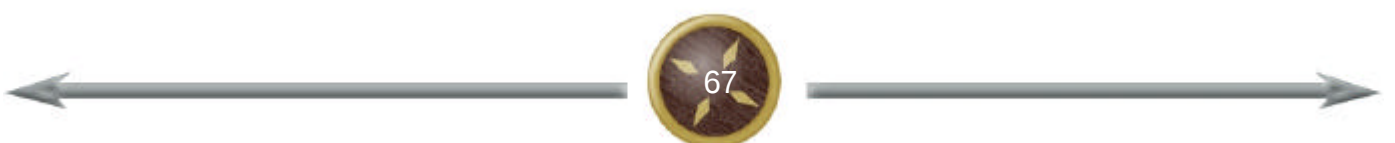
From this column, then return the percentage chance of a result occurring.... The results are being classified as follows (see sketch).

Good Results

- RUL.
- MNG
- TXR
- Age change if the value # is higher than current age

Bad Results

- COR.
- REB
- DEC
- Age change if the value # is equal or less than current age





Logistics

Nation that have either Kingdom or Empire status must use LPs to move their units. Barbarian nations do not need LPs.

The Need

Base Need per Stack

For each Army or Fleet individually (called stacked hereafter), the Base Logistical Need (BLN) is calculated as follows :

- Add 1 for every Combat unit in the stack, and 0.5 for non-combat units (rounded down)
- Add 1 for Empire stacks, remove 1 for Kingdom stacks (minimum of 1)

Example: An Imperial Army contains 6 combat units and 3 non-combat ones : its need is

- 6 for the combat units
- 1.5 for the non-combat ones, rounded down to 1
- 1 for being Imperial $\Rightarrow$ the total = 8



Need Modifiers

For each stack individually, the need is modified for specific parameters, as follows :

- Add 1 if the province is looted
- Add 2 if the province is not civilized
- Deduct 1 if province has barracks or is a capital
- Deduct 50% of stack leader's MIL value (rounded down)
- Add or deduct # as per event

All the above modifiers are cumulative upwards without limit. However, the lowest need for a stack cannot be lower than 1.

Example (continued): The same stack is in a province with barracks, looted, and a leader with a MIL value of 7

- Modifier for looting : +1
 - Modifier for Barracks : -1
 - Modifier for leader : $50\% \times 7 = 3.5$, rounded down to -3
- $\Rightarrow$ the total modifiers are $= +1 -1 -3 = -3$, so the need $= 8 - 3 = 5$, which is the value stored for the stack.

Obtaining Logistical Points

Normally, nations have to “buy” their Logistical Points (AP) in order to use them. This operation takes place every three years in average, more or less at the same as the administration of the realm.

They may also receive regularly (i.e. at certain time intervals) “free” ones, or even accumulate / lose LP during the course of administration, and this over time.





Base Cost

For each LP, the standard Base Cost (in gold) is dependant on the Age and Status of nation, as per the following chart:

Age	Kingdom	Empire
1	1	1
2	1	1
3	1	1
4	1	1
5	1	1
6	1	2
7	1	2
8	2	2
9	2	2
10	2	3
11	2	3
12	2	3
12+	3	4

Example : A nation is a Kingdom, aged 8 : its base cost for LP is 2 each.

NB1 : this base cost may be modified by Administration results (such as corruption) and by local factors (see D below).

Free Logistical Points

Each nation will receive (at the national level) some “free” LP, from the start of the scenario, and this regularly over time, depending on the following criteria:

- Kingdom Age 1 : 1 every 4 months *
- Kingdom Age 2 : 1 every 8 months *
- Empire Age 1-2 : 1 every 3 months *
- Empire Age 3-5 : 1 every 6 months *
- Empire Age 16-7: 1 every 9 months *

(* = starting from the very first month of the scenario)

- Monarch's MIL value : (MIL)/12 every month [accumulate fractions until you get full number value, then credit and restart], starting at 0 on first month of scenario.
- Events / Stratagems : # as per event / stratagem, upon occurrence / play

A nation is an Empire, aged 5, in January, with a monarch's with an MIL value of 6 : it receives

- *Age bonus : 1 in January, 1 in May, 1 in September every year*
- *Monarch's bonus : $6/12 = 0.5$ each month, i.e. 1 each in February, April, June, August, October and December.*

Local Provincial Logistical Points

Some Provinces may receive (at the local level) some “free” LP, also from the start of the scenario, and this regularly over time, depending on the following criteria:

- Province holds capital city of nation (displayed with a golden crown on map): 1 every 3 months
- Province holds regional capita (dispalyed with a metal ring on the map)l: 1 every 6 months
- Province has Barracks : 1 every 12 months
- Events / Stratagems : # as per event / stratagem, upon occurrence / play

These Province LP are stored in the province data : they do not show up in the nation LP stock, but will be taken into account when spending LPs on a stack located in the said province (see C below)



Spending Logistical Points

At the start of activation of unit, the player is informed about the available LP and the “Cost” to move his stack.
Note that this prompt does not occur to Barbarian nations.

If the nation has less LP in stock than required for moving the unit, a message is displayed and the player can access the province in the Military Mode interface to buy locally the missing LPs (if he has enough gold to do so).

Buying Logistical Points

LPs may be bought in 2 ways :

- Either every 3 years in the Palace (same as Administration), via the Logistics windows,
- Locally via the Military Interface, at a slightly higher price.

Local Purchase

To buy LPs locally, just click on the button in the Military Interface (provided you have the gold). The cost in gold of local LPs is the same as the base cost, with the following modifiers that are applied cumulatively (i.e. add the %):

- Cost is 25% higher if province has no barracks (rounded up)
- Cost is 25% higher if province is not Core
- Cost is 25% higher if province is not Civilized
- Cost is 25% higher if province has no city



Revolts, Bandits and Pirates

Revolts

Revolts appear essentially as a consequence of global discontent (and poor administration results) or as a direct consequence of events.

The number of Rebel units that appears is directly a function of the revolt risk, the population of the affected region and some other economic and diplomatic factors as well.

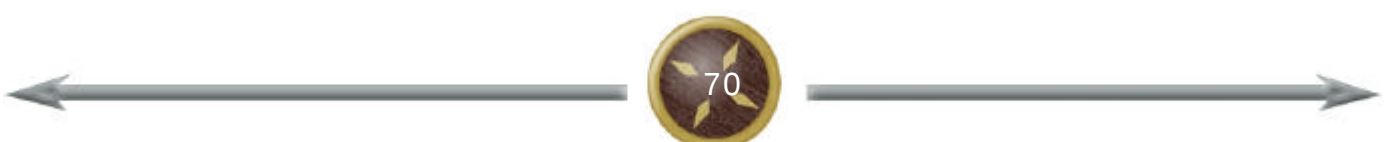
Resolving revolts is simple : either send military units or play a stratagem.

Bandits & Pirates

Pirates affect all nations in the same way, and are constantly at war with every nation in the game. They appear in random sea zones part of a commercial zone via random or historical events (or even stratagem play). Pirates will regularly try to destroy one trade route in their sea zone.

Bandits also appear via events or stratagem play and are active on land. Bandits will regularly try to destroy one trade route and farms in the region.

Fighting Pirates and Bandits can be done preventively, via proper administration or by sending military force to crush them before they prove too destructive.





RELIGION

Definitions

The religion system includes a list of religion, all actions of conversion, religious players and faith management. Provinces population will always have 1 dominant religion (usually that of its original culture). However, there may be religious minorities in provinces, with different religions. The original religion(s) type(s) is(are) set in the scenario file. Religion may only change via events and through conversion (player action).

The effects of religions are mostly affecting the following elements:

- Population growth
- Military Levies
- Tax collection
- Trade
- Revolts & Unrest



Types of Religions

The various religion names, especially those which are major ones or in play at game start, and also some special effects are listed below:

Name	Major	Special Effects	Where initially (?)
(Catholic) Christian	Y	A, C, D, F	Roman Empire areas in Europe, Middle-East and Africa, Armenia, parts of Sassanid Persia (Mesopotamia)
Orthodox	Y	A, C, F	not in play in 375 AD
Sunni Muslims	Y	B, C	not in play in 375 AD
Shiite Muslims	Y	B, C	not in play in 375 AD
Northern Paganism	N	B	Scandinavia, Northern Europe
Germanic Paganism	N	E	Mostly Western & Central Europe
Mediterranean Paganism	N	E	Roman Empire areas in Europe, Middle-East and Africa, Armenia
Mazdeism	N	—	Mostly in Sassanid Persia
Nomadic Chamanism	N	-	Eastern Europe
Arianism (Christian Heresy)	N	B*	Gothic territory, Central Europe, some areas in Roman empires.
Pelagianism (Christian Heresy)	N	B*	Strathclyde, some areas in Roman empires.
Donatism (Christian Heresy)	N	B*	North Africa, some areas in Roman empires.
Jews	N	**	Palestine, some European cities.
Heretics (all religions)	N	B or E ?	not in play in 375 AD. From a database.

Major

Y: yes – the religion will be playable by a player (bid allowed) or be handled by the game's engine (AI) if not.

N: no – the religion will be not be playable by a player (no bid) and will be exclusively handled by the game's engine.

Special Effects

A: monastic life religion → may build monasteries

B: strong religious belief → Conversion Score *90%

C: conversion driven religion → may convert other religions

E: weak beliefs → Conversion Score *110%

* : only versus other Christian (heretics or "normal" alike)

** : cannot be converted. Purely 100% Bur population.

B or E? : it is either one or the other, determined randomly upon first attempt to convert.

F : at game start (i.e. around 375 AD), both Orthodox and Catholics are one and the same religion (same player).

Creation of the Othodox church will occur via Historical Event.

NdIA : the Christian Eastern and Western Churches are united, although they are quarrelling, until the Schism of Photius in 867 AD.



As indicated in the previous section, some of the religions are directly playable by human or AI “players”. In terms of game-play, those religions have the C special effect. Other (minor) religions will be handled by the game mechanisms.

Playable Religions

There are 4 of them:

- Catholic Christians : the Pope
- Orthodox Christians : the Patriarch
- Sunni Muslims : the Mufti
- Shiite Muslims : The Ayatollah

As all other nations in the game, they can be part or not of the Bid system, according to the following criteria:

Historical Play : bids not allowed

- the Pope will usually be played by the same player as the Western Roman Empire
- the Patriarch will usually be played by the same player as the Byzantine Empire
- the Mufti will usually be played by the same player as the Arabs
- The Ayatollah will usually be played by the same player as the Sassanid Persians

Semi-Historical Play : limited allowances

- the Pope will not be allowed to a player who already has a Muslim or Christian Heretic nation, nor to the Byzantine player
- the Patriarch will not be allowed to a player who already has a Muslim or Christian Heretic nation, nor to the Pope player
- the Mufti will not be allowed to a player who already has the Pope, the Patriarch or the Ayatollah, nor to the Byzantine player
- The Ayatollah not be allowed to a player who already has the Pope, the Patriarch or the Mufti, nor to the Byzantine and Arab players

Free-for-All Play : bid system

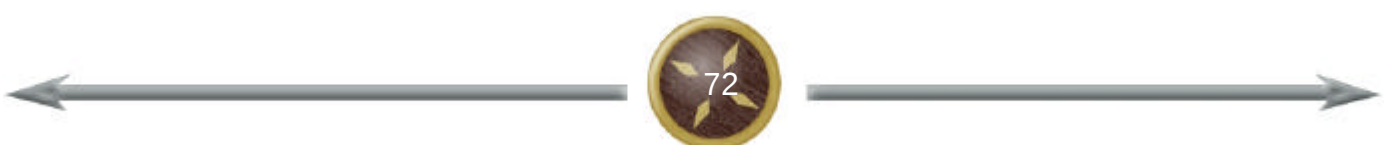
- Each will have its own bid value

Game-controlled Religions

All non-playable religions will be handled by game mechanisms (not the AI). For ease of understanding hereafter, those religions will be called **Minor Religions (MR)**.

In such instance, the following parameters are included and the following actions will be undertaken:

- the MR receives 1 Missionary every 10 years,
- this missionary will attempt to convert only nearby populations (no far-ranging conversions)
- their conversion process and chances are different (and usually less succesful)





Religious Players Actions

Religious players will have actions in different fields, such as conversions, economics and diplomacy. However, their most important action will be to send their missionaries throughout the world to convert populations of other faiths (or heretics) to their own.

Missionaries and Conversions

Some of the religions (all major ones, but only a few of the minor ones) may convert populations of other religions to their faith. In terms of game-play, those religions receive "missionaries" to undertake conversions.

The idea is that each major religion will receive 1 Missionary for every 100 **Faith Points (FP)** it will accumulate. The details on how those faiths points are accumulated is listed in the charts in the appendix. The player can follow this accumulation by having a look at the pulpit in front of his religious character: there is a gauge in it that progressively fills up (with the said faith points). When it reaches the top, it is reset to the bottom and a new missionary is created (usually in the religion capital province, but not always).

- Every time 100 FP are accrued, a missionary will become available.
- The FP value will be reduced by 100.





Missionary Features

A missionary will have the following features:

- A missionary will have a name and an age (from a historical or random database), and will age 1 year every year, from its original age.
- A missionary will have an Experience Value (EV), set as $EV = \text{random}(10)$, upon entering play

NB: Some missionaries are historical and will enter the game with an experience value of 10 already. They are the keys of your initial attempts (you get a message in the game log when they arrive).

Once a missionary has been obtained, it will appear in the game at specific locations (see Appendix chart). A missionary will move on the map just like a military unit, although it will appear only on the Religious map (but for all players to see). The specificity of movement are the following :

- A missionary will move on the map just like a normal Kingdom infantry unit, with same movement costs and speed.
- A missionary can cross water (seas) during its movement, as if he was a transport ship.
- A missionary will not need logistical points to move (i.e. they always move, for free)
- A missionary will not suffer from attrition

A missionary does not suffer from attrition but there is a risk he can die during his movement. This will be checked every 3 months (mostly based on the region particulars where the missionary is), with various parameters below influencing the base chance (all cumulative):

Conversions

A missionary can undertake conversion of population when the following criteria are satisfied:

- The missionary is in a region with at least 1 POP of different religion
- The player is on the religious map (to access the convert button)
- The missionary is not currently moving

When this applies, the click on the missionary card in the interface and this will start a conversion process (the missionary card will have its shape changed from round top to a square form).

Each time a missionary undertakes a conversion attempt on a population of another faith, his **Active Conversion Score (ACS)** will be determined, based on random values, experience, monastery presence, Jihad, military leaders in province and stratagems. This will be modified by the beliefs of the target.

Each time a missionary undertakes a conversion attempt on a population of another faith, this population must determine her **Defensive Conversion Score (DCS)** will be determined.

To determine whether the conversion has succeeded or failed, you have to compare the **Active Conversion Score (ACS)** with the **Defensive Conversion Score (DCS)**, with the results being as follows :

- Miracle : the conversion succeeds and the missionary stays on map, gaining +1 in experience
- Success : the conversion succeeds and the missionary is removed from the map (he settles with his newly-converted folk – we could display a little church / mosque under construction following the success!)
- Failure : the conversion fails and the missionary is removed from the map
- Disaster : the conversion fails, the missionary is removed from the map and, if the target population of attempt is a different faith from the nation controlling the region, an immediate revolt test is undertaken.





Appointing Bishops

The 2 Major Christian religious players (i.e. Catholic and Orthodox Christians) can do a specific action, Appointing Bishops. To appoint a Bishop, the following requirements must be met:

- The selected province is urban (i.e. they can only be appointed to cities)
- The city in the selected province has at least 1 POP of the same faith (no Heretics) as that of religious player undertaking the appointment.
- The religious player has at least one available Bishop

Bishops

Bishops are a special kind of leader that is available only to the 2 Christian faith players (Catholics and Orthodox) . Characteristics :

- Bishops have the same kind of characteristics as other leaders (i.e. the Military), and in the database, their ID type letter is **B**
- Bishops belong always to the religious player and do not intervene in battles, except the particular cases below (see Other Effects hereafter).

Appearance, Values and Maximum :

- Historical Bishops will appear as per the leader database
- Each year, check every region (not province, but region) where the sum of non-heretic Christian POP is at least half of the total POP in region: if the region has at least one suitable city without Bishop, then generate and random Bishop
- Random values of random Bishop (names, characteristics, etc...) are set on random(10) rolls, except the CSV value which is always 10+random(10)
- Name of random bishops will be taken in the ethnic group which is the most numerous in the region that triggered its appearance.
- Aging: historical ones have an OUT date, which is when they leave the game. Random bishops have a starting age and an aging process equivalent to that of missionaries.
- No new Bishop will be generated if the concerned religious players has a stock of 10 un-appointed Bishops.

Cost of Appointment

Appointing a Bishop cost no gold. It costs 1 VP to the owning religious player to appoint a bishop.

Religious Effects

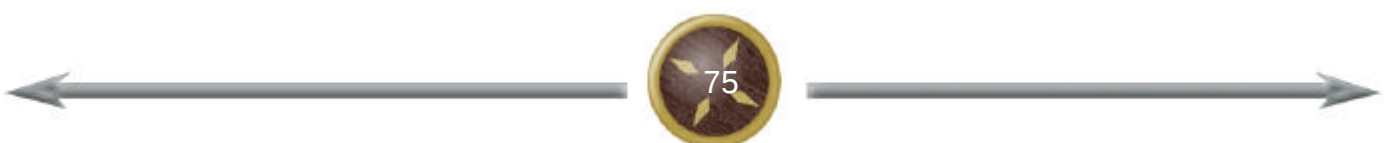
When a province has a Bishop, the following Religious effects are implemented :

- The Bishop CSV value is used for all conversions attempts (defensive or offensive), as and in addition to that of other leaders in same province (see Religion Design – leaders effects)
- When an Heresy check (see next chapter) is done in a province with a bishop, the ADM and DIP values of Bishop are used.

Administrative and Economic Effects

When a region has one or more provinces with a Bishop, the following Administrative and Economic effects are implemented :

- 10% of all the region sum of Bishop ADM values is added as region free APs (rounded up – see Administration of Nation Design) . *For example, in region England you have 3 cities, 2 of them have a Bishop (one is ADM=6, the other is ADM=5), then you add 10%(6+5)=1.1 rounded up to 2 free AP's to region England free AP total*
- Each city with a Bishop receives an extra 1 Gold income every year (BUT to owning nation, not to Religious player!) to represent the better administrative and economics effects of the city being a bishopric seat.





Other Military Effects

A Bishop may, in some rare cases, intervene in military matters when all the conditions below are met:

- The city holding the bishop is under siege or assault by a Barbarian, heretic or non-Christian faith nation,
- The nation owning the city is of same faith as the Bishop,
- The city has no historical military leader in it,
- In such a case, the Bishop MIL, RUS and special Ability values are used AS IF the Bishop was a military leader of the owning nation
- These effects last only while the conditions above apply

Bishops VPs gains and losses

A Bishop brings VP gain or loss each year to the owning player, according to the situation below (the potential loss of VP is the first liability with Bishops):

- If the province with the bishop has 100% POP of the bishop faith, gain is 1 VP
- If the province with the bishop has less than 30% of POP of same faith (rounded up), loss is -1 VP
- If the province with the bishop has any amount of Heretics to bishop's faith, loss is -2 VP

Heresy Risks with Bishops

A Bishop may, in some cases, become an Heretic. In such an instance, the Heresy penalties become more severe for the religious player (that is the second liability of Bishop).

- Every bishop that turns to Heresy cost the religious an amount of VP = the ADM value of Bishop (one time), then is eliminated

Economic Actions

The Major religious players (i.e. both Christians and Muslims) will receive income and have expenses, as summarized in the two charts below.

INCOME

Destination	Base (Gold)	Frequency	Modifiers	Remarks
Religious Buildings	▪ Monastery = 1 ▪ Cathedral = 1 ▪ Mosque = 1	January	▪ 0% = for Cathedrals and Monasteries located in regions controlled by Muslim nations	See Note 2 below
Church Tax	▪ 1 per POP	January	▪ Apply only to Christian nations, and only to those parts of POP which are of Christian religion and same faith (no taxes on heretics)	See Note 1 below
Muslim Religious Tax	▪ 1 / POP	January	▪ 0% = for all POP of Muslim religion ▪ 100% = non-Muslim populations	See Note 3 below
Events	▪ Event-based = ?	Upon occurrence	▪ None	
Various	▪ ?	Upon occurrence	▪ None	

Note 1 : the Church Tax has been presented in the Economy as an Expense. It is the case, but the amount collected by the owning nation does not "disappear" ; it is automatically transferred to the relevant Religious player automatically



Note 2 – the Income of the Monastery / Cathedral / Mosque is deducted from the controlling nation regional income, unless the religion is pressured (see next section).

Note 2 : the Muslim Religious Tax has been presented in the Economy as an Income for Muslim nations. It is the case, but the amount collected by the owning nation does not goes entirely into its treasury : 50%+random(5)*10% goes to the Muslim religious player of same faith as the collecting nation.

EXPENSES

Destination	Base (Gold)	Frequency	Modifiers	Remarks
Conversion by the Sword	▪ 10 per POP	Upon occurrence		Apply only to Pope or Patriarch towards zealous Christian nations of same faith.
Events	▪ Event-based	Upon occurrence	▪ None	
Construction	▪ According to building cost	Upon occurrence	▪ See below	
Various	▪ Variable	Upon occurrence	▪ None	

NB : the maintenance cost of the building is paid by the nation owning the region / city containing it.

Monasteries

Building monasteries is only allowed to the Christian religious players. These buildings need specific conditions to be built and present some benefits.

Monasteries can only be built in the following regions and under the circumstances below:

- The region is rural
- The region has at least 1 POP of the same Christian faith (no Heretics)



The Monasteries will provide the following benefits and liabilities:

- The province civilization process will be accelerated
- All future conversions in the province will benefit from a bonus
- For the religious player, the Gold income (1 per year), but a cost for the province owner
- For the nation controlling the region, if of same faith, the reduction in the revolt risk of said region (and the opposite effect if of different faith)
- For the nation controlling the region, the possibility to pressure it

The Monasteries will disappear from the game in some looting or other attack instances.

Monasteries have a maintenance cost of 1 gold, which is paid NOT by the building religious player BUT by the nation owning the province they are built in. However, this expense may be recuperated by the nation if she pressures the church (see below).

Side Note: Normally, the construction is not allowed in provinces with cities, but this may occur anyway when you play a stratagem.



Churches, Cathedrals and Mosques

Building Churches and Cathedrals is only allowed to the Christian religious players. Similarly, and obviously, Mosques (Great Mosques being the Cathedral equivalent) can only be built by Muslims. Otherwise, these buildings work in the same way and need specific conditions to be built (as well as benefits).

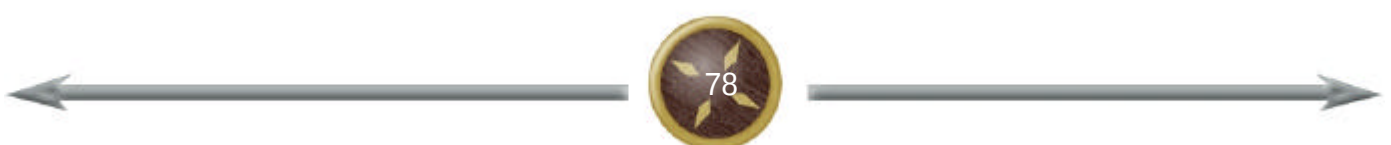
They can only be built by the religious player concerned, and in the following provinces under the circumstances below:

- The province is urban (i.e. they can only be built in cities)
- No mosque may ever be built in a Christian nation city, even if the city has Muslim POP
- The city has at least 1 POP of the same faith (no Heretics) as that of religious player undertaking the construction AND the nation controlling the city is not Integrist.

They will provide the following benefits and liabilities:

- the province civilization process will be accelerated,
- For the nation controlling the city, if of same faith, the reduction in the revolt risk of said city (and the opposite effect if of a different faith)
- For the religious player, the Gold income (1 per year)
- The possibility to appoint a bishop for Christian religions,
- Cathedrals and great Mosques will provide extra income to the owning religion, BUT also to the nation owning the city.

As monasteries, these buildings will disappear from the game in certain cases following the conquest of the city that holds them.





Diplomatic Actions

The various religious players have specific diplomatic actions that they can undertake. Those actions are different from the diplomatic actions of nations. They may also be unavailable to some religions (obviously)

Benediction

The Pope (but no Muslim) may grant his benediction to a nation which is either a Catholic Kingdom or a Catholic Empire, under the following conditions and for the following duration.

- It does not apply to Barbarian status nations, even if Catholics;
- The nation does not pressure the Church (see next chapter)
- It will last for 1 year and cost 1 VP
- When given, it provides a bonus against revolts for the recipient nation in regions and cities with populations of the same religion.
- In addition, all other nations of that same religion will lose any temporary CB they may have against the recipient of the benediction.

Anathema

It is the opposite of a benediction, with some slight differences. The player can proclaim an Anathema against any nation that satisfies the conditions below:

- The nation is NOT a Barbarian status nation,
- The nation has at least 2 POP of the player's religion in her territory
- It cannot be proclaimed against a Muslim nation under Jihad conditions, nor against zealous or integrist Christians
- It will cost 5 VP versus Muslim or Pagan nations and 10 VP versus Christian nations (x2 vs. Empires)
- When proclaimed it provides a malus in favor of revolts against the recipient nation in regions and cities with populations of the concerned religion.
- In addition, all other nations of the same religion will gain a temporary CB against the recipient of the anathema.

Conversion by the Sword

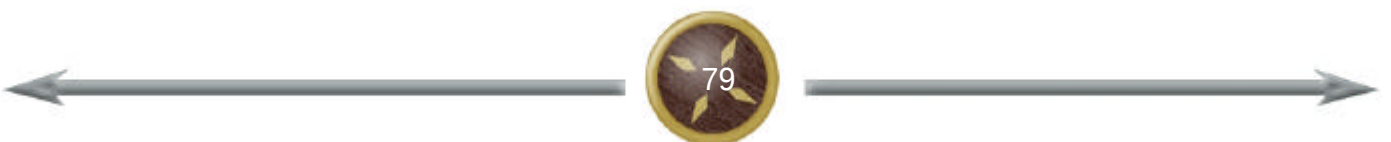
The player may ask a nation to undertake Conversion by the Sword. It will be handled as follows:

- For each amount of 10 Gold paid by the religious player, the recipient nation "should" undertake a Conversion by the Sword.
- It will cost 1 VP to the player for each share of 10 Gold thus spent
- Only **one** request per valid nation and per year will be possible.
- The nation is NOT a Barbarian status nation, and must be **INTEGRIST**.

In Hoc Signo Vincet

The Pope (**only**) can send an "In Hoc Signo Vincet" (IHSV) to a target nation that satisfies the conditions below:

- The nation is NOT currently at war against another Catholic nation;
- The nation has at least 2 Catholic POP in her territory
- Only **one** such IHSV per valid nation will be possible for the whole game.
- Only **five** such IHSV will be possible in total for the whole game.
- It will last for 1 year maximum
- It will cost 10 VP to the Pope
- If granted, during the next battle entered by units led by the nation's monarch, the monarch's MIL and RUS values will be set to 2 more than they actually are, to a maximum of 10 each.
- If granted AND the nation wins the battle, the said nation will be allowed conversion to Catholicism with a bonus (see next Chapter)
- If granted AND the nation loses the battle, the said nation will be allowed conversion to Catholicism until her current monarch dies.





Nations and Religions

The key elements are the following:

- Each nation will be given by the scenario (and the arrival chart or data) a “state” religion (SR),
- The SR may change via player action,
- The SR is one of the religions listed above, either major or minor. It will be used in the missionary calculations and conversions formulas when checking about nations and/or region faiths.
- Finally, a nation will have an attitude towards religions, either Tolerant or Integrist

Military Leaders

All Military leaders in the game (Generals, Monarchs, etc...) have extra data in their database regarding their **Religion Value (RV)**. This RV concerns in fact three indicators, as follows :

- A Conversion Support Value, or CSV, between 0 and 20.
- A related religion or faith, the religion name.
- A Jihad Modifier Value (JMV), for Muslims leaders only

Conversion Support Value

This value is a numerical value between 0 and 20.

- For all Historical Leaders, it is set in its database.
- For all randomly generated leaders, this value will equal to a random(10) value.
- The RV value of military leaders is **added** to a missionary value IF the missionary is of the same faith as the leader AND is performing a conversion in the same region as the leader.
- The RV value of military leaders is **added** to the population defense IF a missionary of a different faith as the leader is performing a conversion in the same region as the leader.

Faith of Leader

- For all Historical Leaders, it is set in its database.
- For all randomly generated leaders, it is the same as the nation’s current religion
- At some points in the game for some nations, the faith value of military leaders may change, usually to a specified religion (i.e. a personal conversion).
- In addition, in case a whole nation converts to a new faith, either via event, diplomatic action (see next chapter) or general conversion, all faith values of current military leaders of nation, whether historical or not, will be changed to the new faith.

Jihad Modifier Value

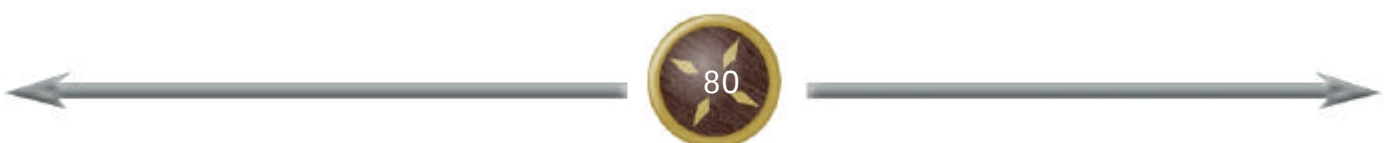
This value is only for Muslims leaders (i.e. leaders of Muslim faith). It is a numerical value between 0 and 10.

- For all Historical Leaders, it is set in its database.
- For all randomly generated leaders, this value will equal to a random(5) value.

Pressuring the Church

Pressuring the church is a mean of earning some funds (more exactly taking them back). Any nation is allowed to pressure the Church, and for Christian nation only in the case it is not Integrist. To do so, press the relevant button in Religious mode. If you do so:

- All income earned by monasteries in the nation territory goes back to the nation treasury and is removed from the Pope
- Maintenance of all Religious buildings drops to zero
- Pressuring lasts for as long as the current monarch is ruling or the option is disabled
- Integrism is not allowed for a Catholic nation if it pressures the Church





Tolerance and Integrism

The Tolerance is the basic, default attitude for each SR. Tolerance provide the following advantages and limitations:

- The nation cannot accept to undertake Conversions by the Sword.
- Heresies are slightly less likely to appear within the nation territory
- A Tolerant nation can pressure the Church (any one)

The Integrism is the opposite of Tolerance. It is not available at start to most nations, unless specified in the scenario file. Integrism provides the advantages below, but also the following limitations and liabilities:

- A nation can accept to undertake Conversions by the Sword.
- An Integrist nation cannot be the target of an Anathema
- Regions with Populations 100% of same faith provide Bonus against revolt test
- Populations of different faiths provide Malus to revolt test
- Upon changing from Tolerant to Integrism, there are extra risks of revolts by populations of other faiths.
- An Integrist nation receives special VP for Population of her faith that she controls
- There is a chance that religious buildings of other faiths in the nation's territory may disappear during pressure times (see next section).
- He is allowed to persecute the Heretics (see next Chapter)
- No Alliance with any nation of a different faith is allowed, except FOEDUS with Barbarians.

Limits

- Integrism is not allowed to Barbarian status nations (only to Kingdom and Empires), nor to nations that pressure the Church
- The Arabs cannot be Integrist (always Tolerant), whatever their Status
- An integrist Catholic cannot pressure the Catholic Church
- Moving back to Tolerance costs VP. However, this cannot be done under the reign of the same monarch as the one who proclaimed Integrism
- No Alliance with any nation of a different faith is allowed, except FOEDUS with Barbarians.

Special

- Sassanid Persia will provide the Mazdeist religion with one extra Mazdeist missionary each January, in her capital, if she is Integrist (this missionary will still be handled as a MR missionary).

Conversion to a New Faith

The Major religious players (i.e. Christians and Muslims) may agree to accept the request of a nation to convert into their faith. This is the case of voluntary conversions. There are also cases of involuntary or automatic conversions.





Royal Conversion

A Kingdom may request a head of faith (i.e. a religious player) to convert into their faith. This is a voluntary conversion. To do so, there are some requirements to satisfy and liabilities to suffer.

- The asking nation must be in Kingdom status
- The asking nation cannot already have a SR that is another Major religion (in other words, once you convert to one of the major faiths, you cannot change).
- None of the Population of the ethnic group of the Kingdom nation is heretic to the faith it wants to convert to
- NB : does not apply to Barbarians, except particular cases (*event-based, like Clovis and the Franks*)
- For the head of faith, it provides a VP bonus to accept
- For the Kingdom, a VP bonus will be gained if the population it controls is majority of the faith it converts to
- For the Kingdom, it may provide an easier way to control his population by adopting their faith (usually a good move for barbarians that settle within the former Roman empire).

Automatic Conversion

A Kingdom or Empire nation may sometimes suffer from an automatic conversion, i.e. an automatic change of its SR. This may happen in the following conditions:

- An Event triggers it, OR
- The nation is in Kingdom or Empire status
- When ALL the Population of the ethnic group of the Kingdom nation is of the same faith AND all the population it controls also
- NB : does not apply to Barbarians, except particular cases (*event-based, like Clovis and the Franks*)

Religious Zeal

This covers the following game aspects:

Muslim Religious Zeal

The conditions and effects of the Muslim Religious Zeal are barely controllable by players, in the sense that:

- An Event triggers it, AND
- A region has one population that converts to Islam for the first time.

Effects

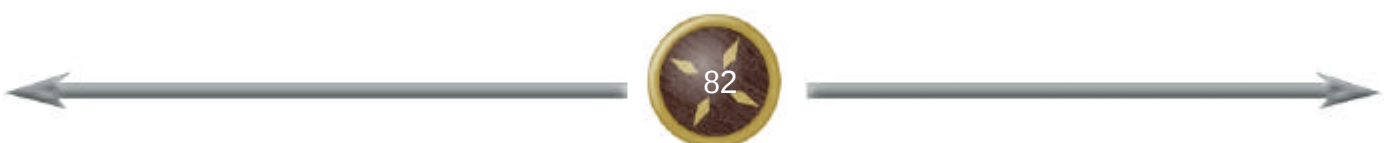
- The concerned Muslim nation (usually the Arabs or the Umayyads) with the relevant Muslim faith immediately receives a free Cavalry unit in the province where he currently has units or missionaries, at no cost in gold or levy points. In some specific provinces, those free units may be infantry (a useful unit too for a nomadic nation, because it helps a lot in sieges and assaults)

Limits

- It may occur only once per region in the whole game, even if the region is no longer Muslim at some point later in the game and then once more has one population that becomes Muslim again (and so on).

The above is usually in effect in the following regions:

- Arabia, Syria, Egypt, North Africa, Mesopotamia, Persia.
- Specific regions : any region in Southern Spain (Baetis, Grenada, Algarve, Badajoz, Murcia).





Conversions by the Sword

This can only be undertaken by an Integrist nation, and only at the request of the relevant head of her faith (i.e. corresponding Religious player), which pays a minimum of 10 gold to activate it. The consequences are:

- On the religious map, the nation sees all provinces where she has stacks military units (highlighted) AND that have a population of a different faith than that of the nation.
- For each of those provinces she clicks on, an immediate conversion attempt is launched (consider that a immediate missionary is launched here – do not display it on the map, but rather display the military stack on the religious map)
- The maximum of provinces than can be clicked is either the multiple of 10 golds received from the religious player OR the number of valid individual military stacks, whichever is lower.

The action is not without risks and limitations, as follows:

- Only 1 offer per valid nation can be made by the Religious player
- After the offer is send by the Religious player and accepted by the nation, the nation has 1 year to comply. After 1 year has elapsed, the conversion by the sword cannot be undertaken anymore and another request will have to be made (but the 10 Gold++ are lost to the Religious player!)
- Nothing compiles the nation to undertake the action
- On the other hand, the religious player has no choice in the target of the action (this is purely the nation's choice).
- When a military stack is used for this action, it becomes busy for 6 months. As a consequence, it will not be allowed to be activated for any other purpose.
- A stack currently converting by the Sword that is forced to move or disappears from the region, for whatever reason, ceases to convert immediately.
- If the conversion attempt fails, an immediate Revolt test is made in the province

Jihad

The Jihad (which could be translated to “Holy War”) is a specific Muslim nation tool, and a very powerful one. Although it is not directly used by the Muslim religious players (i.e. Sunni or Shiite) but by nations sharing those faiths, these religious players may derive some benefits from it.

Jihad Characteristics of Muslim Leaders

Most Muslim leaders have a **Jihad Value** (called JV), an indicator of their Jihad potential. It is used as the basis of calculation for all Jihad related conversions.

Launching Jihad

Only Muslim nation may launch a Jihad, and they need a leader with a Jihad value to do so. A maximum of one Jihad per year and per Muslim nation is allowed. When a Jihad is implemented, it will bring the following effects:

- All Military Units stacked with the Leader using the Jihad will have their Morale and Experience values both raised by one level (up to the maximum allowed). The raise is valid until the end of the current Jihad.
- During the first battle of the units stacked and activated with Jihad, the leader, receive a +4 modifier to its tactical superiority. However, there is a side effect and risk to it
- For the duration of the Jihad, the MIL and RUS values of the Jihad leader are increased by 25% each.
- For each province that a Jihad captures, the Muslim religious player receives immediately 10 extra local faith points (valid for the whole region),
- As soon as there are 100 local faith points in a region, a missionary is placed with the Jihad leader (whatever the date during the year, provided the Jihad does not end).





Duration and End of Jihad

A single specific Jihad lasts normally 5 years.

Heresies

Appearance

Heresies will appear via Historical or Random events only. The event will trigger which heresy appears (name and TAG) and the region in which it appears, as well as which of the major faiths (if any) it concerns.

Heresies only affect the major religion or existing heresies of the same faith.

Note that minor religions such as Judaism, Mediterranean and Germanic Paganisms, as well as Nomadic chamanism are not considered as heresies

Effects

When an Heresy versus a specified faith occurs in a region, apply the following effects, depending on the cases below:

There are less than 50% of Heretics to the concerned faith in region

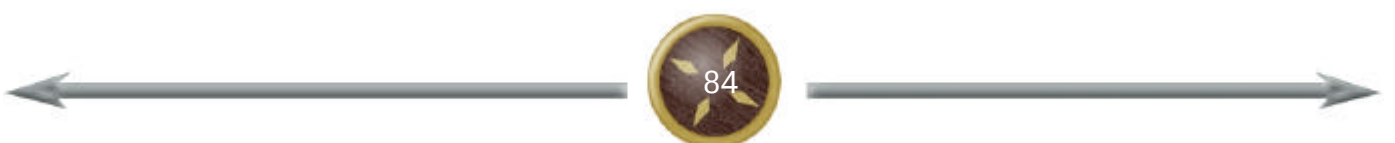
- Count the total number of POP of the concerned victim faith in the region, as well as HC values
- Convert 2/3 of the HC of the target religion into heretics (i.e. change their religion into the Heresy religion), rounded down the HC to closest multiple of 1,000.
- At least 1 POP is affected entirely in the region (choose the province from the Heresy.xls database under the center province column).
- **Arianism:** if there are Arianism POP in the region, half of the Heretics are then changed to Arianism (rounded down)
- In addition, the Heresy receives 2 missionaries in her center province.
- For every Bishop in the province, there is a chance that he goes over to the Heresy (for Christian heresies only): roll a TEST = random(10)+10+RUS value of Bishop and compare it to CSV of bishop. If TEST is greater, the concerned Bishop becomes an heretic
- Make the above Test only once upon appearance of the Heresy
- Reminder: a bishop that has become an Heretic is eliminated from play
- **Special:** if $2 \cdot \text{TEST} < \text{CSV}$, the Heresy fails in the Bishop province: in such a case, reconvert immediately 50% of all heretics in city back to original faith.

Return to the True Faith: there are at least 67% of Heretics (any one but Arianism) to the concerned faith in region

- The Heresy is in fact a counter-heresy, i.e. a return to the true faith.
- In such a case, re-convert all Heretics HC back to the original faith.
- In neighboring regions, 50% (rounded up) of all HC of the same heresy return to the true faith also.
- **Arianism** is immune to this until year 500 AD. If the concerned target region is Arianism, ignore the heresy effects.

Expansion of Heresies

Heresies expand as per all other Minor religions (MR). They sometimes receive their own missionaries via Historical Events.

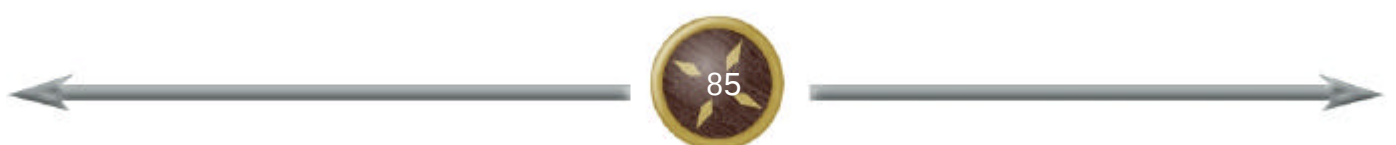




Disappearance of Heresies

Heresies will disappear either by a return to the True Faith that eliminates them (see A above), or by being reconverted by a major religion.

When an Heresy has disappear completely (no more POP or HC of that heresy), it is permanent (the heresy will not reappear) and the religious player gains a bonus of 20 VP.





BIDS & VICTORY

Victory Points

There are dozens of possible sources of victory points (VP) in the game, as listed in the Appendix. The key principle is that nations score points by themselves and a player scores points by aggregating all the points of the nations he controls. Other elements to keep in mind are the following:

- All nations score their VP individually, as indicated by the nation's score pictogram in the interface. This score is noted nation by nation and stored the same way.
- A player total score is the dynamic sum of all VP generated by all nations he currently controls at any one time.
- When attempting to bid on new nations that appear in the game (possible in the semi-historical and free-for-all play), the player will "spend" his own VPs. Thus, to make a good profitable bid, the player must then ensure that the nation he acquired will generate more VPs that he spent on.

Bids

Bids are made by the player by using Player's VPs.





Appendix

Shortcut Keys

Arrow keys:	scroll map
Page Up / Page Down:	zoom in / out
F1 / F2 / F3 / F4:	change map display mode, as follows: F1 : Military mode F2 : Economic / Administrative mode F3 : Diplomatic mode F4: Religious mode
F5:	Quick save
Home:	in Military map mode, select previous Army/Navy of currently active nation
End:	in Military map mode, select next Army/Navy of currently active nation
Insert:	in Diplomatic mode, select previous nation; in all other modes, select previous province (owned by currently active nation)
Delete :	in Diplomatic mode, select next nation; in all other modes, select next province (owned by currently active nation)
1 / 2 / 3 / 4:	execute action button #1/2/3/4 (if available)
Ctrl + P:	Go to Palace (directly to Victory Objective page!)
R:	select province
T:	select town inside province
Ctrl + Enter:	Show Messages window
Space:	center map on currently selected item (Army/Navy, province, town)
V:	change background music
Tab:	switch map sub-mode
# :	make a screenshot
+ / -:	Increase / decrease game speed
N:	force a "Next Day" (forced update of game date)
Pause:	pause/un-pause the game
Pause/Break:	Pause the game / Restart a paused game.



Stratagems Descriptive List

Military

MILITARY SKILL

Where: Military Mode: battles, sieges, assaults.

Effect#1: Land Battles – Recalculate Tactical Superiority with 10% bonus.

Effect#2: Siege – 10% bonus to next Siege resolution.

Effect#3: Assault – 10% bonus to next Assault resolution.



RECONNAISSANCE

Where: Military Mode (non-adjacent enemy unit selected); land battles.

Effect#1: Land Battles – Recalculate Tactical Superiority with 20% bonus.

Effect#2: Target Province – Remove Fog of war in selected province.



DESERTION

Where: Military Mode (non-adjacent enemy unit selected); land battles.

Effect#1: Land Battles - Anytime after battle starts – enemy loses extra troops.

Effect#2: Enemy Stack - Enemy loses some troops in selected province.



COWARDICE

Where: Military Mode (any moving stack selected); land battles with 2+ units.

Effect#1: Land Battles – Some enemy troops do not participate in the fight.

Effect#2: Enemy Stack – Some enemy troops cease moving.



MUTINY

Where: Military Mode (any moving or besieging stack with 2+ units selected).

Effect#1: Enemy Stack – Internal fighting among selected enemy troops.



CAVALRY TACTICS

Where: Military Mode: battles where you have cavalry units.

Effect#1: Land Battles – Recalculate Cavalry superiority bonus by doubling strength of yours.



GREEK FIRE

Where: Naval battles.

Effect#1: Naval Battles – Double fire losses of the opponent if successful.



ELEPHANT CHARGE

Where: Land battles and player has elephants.

Effect#1: Land Battles – Double shock losses of opponent if successful.



AMBUSH

Where: Military Mode: battles within non-clear terrains (i.e. other than plains, steppes and desert).

Effect#1: Land Battles – First round enemy losses increased if successful.



FORCED MARCH

Where: Military Mode: on one of your moving land units.

Effect#1: Selected Stack – May increase speed of units (and maybe their attrition too).





SUCCESSFUL RETREAT

Where: Military Mode: battles (after start).

Effect#1: Land Battles - After battle start, you can retreat without pursuit risk.



NATIVE ALLIANCE

Where: Military Mode or Diplomatic Mode. Uncivilized province with your forces inside.

Effect#1: Diplomatic mode – No attack from local barbarians in selected region, faster and safer movement through.

Effect#2: Military mode - One barbarian unit of mercenary troops joins your stack in province.



MERCENARY

Where: Military Mode. Province with neutral foreign stack.

Effect#1: Military Mode - One barbarian unit of mercenary troops joins your closest army at half its gold cost.



POISONING

Where: Military Mode. Enemy stack selected.

Effect#1: Enemy Stack - Enemy leader may die (if successful) or be harmed seriously (-5 to value).



ASSASSINATION

Where: Military Mode. Enemy stack selected.

Effect#1: Enemy Stack - Enemy leader may die (if successful) or be harmed seriously (-5 to value).



HAGIOGRAPHY

Where: Military Mode. Friendly Stack selected.

Effect#1: Military mode – Stack leader values increased temporarily (costs gold).



FORTIFICATION EFFORT

Where: Military Mode. Province with city.

Effect#1: Province – One free extra level of fortification added to city.



Economic

THUGS

Where: Economic Mode. Province with infrastructure under construction.

Effect#1: Target Province – The construction is abandoned if successful.



SUCCESSFUL BUSINESS

Where: Economic Mode. Own province selected.

Effect#1: Target Province – Free construction of most useful infrastructure in province.



BUSINESS LOSS

Where: Economic Mode. Enemy province selected.

Effect#1: Target Province – Automatic destruction of opponent's best economic infrastructure in province.



DEVASTATING FIRE

Where: Economic Mode. Enemy province with existing infrastructure.

Effect#1: Target Province – May cause destruction of opponent's best economic infrastructure in province.





CIVILIZATION

Where: Economic Mode (anytime when selecting a wild province).

Effect#1: Target Province – Province becomes civilized immediately.



SLAVES

Where: Economic Mode. Own province selected.

Effect#1: Target Province with infrastructure (mine, quarry, farm, manufacture) under construction selected - Speeds up completion.

Effect#2: Target Province with no infrastructure underway - Extra gold income to owning nation.



BUSINESS SKILL

Where: Palace or Economic Mode.

Effect#1: Active Nation – Sets province governor (map) or nation monarch (palace) administrative skill to 10 for one year.



PIRATES

Where: Economic Mode. Province with port, or adjacent sea zone.

Effect#1: Target Province or Sea Zone – Creates a pirate stack in adjacent or selected sea zone.



BANDITS

Where: Economic Mode. Enemy province

Effect#1: Target Province – Creates a bandit stack in selected province.



INHERITANCE

Where: Economic Mode.

Effect#1: Nation – Extra gold received from play.



PROSCRIPTION

Where: Economic Mode. Province with minority ethnics.

Effect#1: Administrative map – Smallest minority ethnics emigrates out of province at some gold cost to you.



Diplomacy

GRAFT

Where: Diplomatic Mode. Foreign nation selected.

Effect#1: Target Nation – Extra influence (positive relations) on nation at no cost.



WEDDING

Where: Diplomatic Mode. Foreign nation selected.

Effect#1: Target nation not at war with you – Improves relations.

Effect#2: Target Nation at war with you– Grants you an immediate white peace at some cost in relations.



FAMILIAL ALLIANCE

Where: Diplomatic Mode. Foreign nation selected.

Effect#1: Target Nation – Extra influence (positive relations) on nation at no cost.





Religion

SPONTANEOUS CONVERSION

Where: Religious Mode. Province religion different from nation's.

Effect#1: Target Province – Smallest minority with different religion converts to nation's faith.



RELIGIOUS FERVOR

Where: Religious Mode. Province with Missionary.

Effect#1: Target Missionary – Add extra faith to missionary (speed up conversion attempts).



MARTYRS

Where: Religious Mode. Province minority religion is same as players's.

Effect#1: Target Province – Your religious minority is immune from conversion for some years.



SAINT

Where: Religious Mode. Province with some of your religion.

Effect#1: Target Province – Your religion in the province is immune from conversion for many years.



MONASTERY

Where: Religious Mode. Eligible province without Monastery.

Effect#1: Target Province – Starts construction of a monastery at no cost; but may generate a revolt when completed.



HERESY SUPPRESSED

Where: Religious Mode. Province with Heretics to your faith

Effect#1: Target Province – Most of the heretics in province return to your faith.

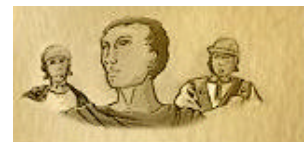


Palace

BODYGUARDS

Where: Palace or Economic Mode. Friendly nation selected.

Effect#1: Target Nation – Protects nation's leaders from Assassination or Poisining.



LOAN CANCELLED

Where: Palace.

Effect#1: Target Nation – Extra gold received into treasury.



LOGISTICAL EFFORT

Where: Palace.

Effect#1: Target Nation – Extra Logistical points received at no gold cost.



BREAD DISTRIBUTION

Where: Palace.

Effect#1: Target Nation – Extra Administration points received at the cost of some (little) gold.



GREAT LAWYER

Where: Palace.

Effect#1: Target Nation – Extra Administration points received at no gold cost.





Various and Specials

ENGINEERING

Where: Military Mode: sieges & assaults. Economic Mode: buildings construction.

Effect#1: Town Building - Governor more popular; reduces construction cost/time by 50%.

Effect#2: Fortification Building - Governor more popular; reduces construction cost/time by 50%.

Effect#3: Infrastructure Building – Reduces construction cost/time by 50%.

Effect#4: Besieged City - Siege resolution tests; adds +25% bonus to next siege resolution.

Effect#5: Besieged City - Assault resolution tests; adds +20% bonus to resolution test.



SPY

Where: Military Mode: land battles, sieges, FOW-covered provinces. Diplomatic mode: other player nation.

Effect#1: Land Battles – Recalculate Tactical Superiority with 40% bonus.

Effect#2: Target Province - Remove fog of war on selected province.

Effect#3: Besieged City - Siege resolution tests; adds +25% bonus to next siege resolution.

Effect#4: Target Nation – Shows opposing player stratagems (some, not all).



TRAITOR

Where: Military Mode: land battles, sieges, FOW-covered provinces. Diplomatic mode: other player nation.

Effect#1: Land Battles – Recalculate Tactical Superiority with 50% bonus.

Effect#2: Target Province - Remove fog of war on selected province.

Effect#3: Besieged City - Siege resolution tests; adds +95% bonus to next siege resolution (city almost certain to fall).

Effect#4: Target Nation – Shows selected opposing player stratagems (all of them!).



GREAT SPEECH

Where: Military Mode : land battles and assaults; anytime player's army morale is 50% or less from start value.

Effect#1: Land Battles - Boost units morale up.

Effect#2: Assaulting Army - Increases success chances of assault.



ESCAPE

Where: Diplomatic Mode: enemy nation who has captured opposing leaders.

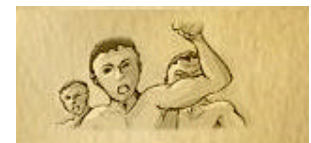
Effect#1: Target and Own nations – Some captured leaders may escape and return to owner (based on their ruse values).



REVOLT

Where: Military or Diplomatic Mode (enemy province selected).

Effect#1: Target Province - Generates revolt in target province.



REVOLT SUPPRESSED

Where: Military or Diplomatic Mode (province with revolt selected).

Effect#1: Target Province – Removes revolt there.



Special Stratagems

EVIL OMENS

Where: Military Mode. Enemy stack selected

Effect#1: Enemy Stack – Stack suffers immediate 50% morale penalty for a few weeks.



GOOD OMENS

Where: Military Mode. Friendly stack selected

Effect#1: Friendly Stack – Stack gains an immediate 50% morale boost for some weeks.

Effect#2: Friendly Stack (previously hit by evil omens) – Evil Omens effects cancelled (morale back to normal).





Buildings

RURAL BUILDINGS

Icon and Name	Cost (gold)	Construction Time (weeks)	Revenue (gold and frequency)	Usable resources (income bonus in gold)	Maintenance (gold/year)	Comments
 Granary	200	26	1 in January	Grain (+3 gold)	5	Only if a farm is already present. Rural part of province only. May also be built in any province with Grain resource (whatever the civilization level, but as long as there is already a farm)
 Farm	50	12	1 in January	Grain (+3 gold), Oil (+1 gold), Wine (+2 gold), Horses (+1 gold), Slaves (+1 gold),	1	Civilized province only. Rural part (not in cities). May also be built in any province with Grain, Oil, Horses and Slaves resource (whatever the civilization level)
 Mine	50	52	2 in January	Iron (+1 gold), Stone (+1 gold)	2	Mountain province only. Rural part (not in cities). May also be built in any province with Iron or stone resource (whatever the terrain)
 Limes	50	6	0		0	Provinces neighboring other provinces of other nations. Empires only. As a border defense, slows down barbarian invaders.
 Port	200	36	0		5	Coastal provinces without an existing port can have one built. Main role is they are necessary to build ships.
 Monastery	100	52	-1 in January		5	Rural provinces only, with a Christian population. Not allowed in provinces with cities except via stratagem play. Religious player only. Speeds up civilization process in province and helps conversion to same faith
 City	NA	52			5	Only when settling a barbarian horde after the nation has transformed into a kingdom. Province must not already contain a city.



URBAN BUILDINGS

Icon and Name	Cost (gold)	Construction Time (weeks)	Revenue (gold and frequency)	Usable resources (income bonus in gold)	Maintenance (gold/year)	Comments
 Shipyard	300	52	1 in January	Wood (+1 gold),	10	Coastal cities only (Vikings may build them in any city adjacent to a river). At a global level, each shipyard help reducing the maintenance cost of ships and adds free logistical points to the budget. Ships built in coastal cities with
 Market	150	26	1 in January	Jewels (+5 gold), Clothing (+5 gold), Furs (+2 gold), Slaves (+2 gold),	5	Cities only. Increases the probability of merchants to appear.
  Church / Mosque	200	26	0		3	Can only be built by a religious player (or appear as a result of a very successful conversion). The church and mosque have the same effects (mosque being used only in muslim provinces). Reduces the revolt risk and heresies in province
 Court	150	26	0		5	Cities only. Reduces the revolt risk in province, lowers inflation and provides free administrative points to the budget.
 Barracks	200	12	0	For each Weapons, Horses and Iron the nation controls or trade, further discount on units prices if constructed in provinces with barracks	10	Cities only. At a global level, each barrack help reducing the maintenance cost of troops and adds free logistical points to the budget. Troops built in provinces with barracks see their quality improved
 Palace	500	156	0		30	Cities only. As The regional governor seat, it reduces revolt risks (more than courts). Also provides extra and free administrative points.
 Limes	50	6	0		0	Provinces neighboring other provinces of other nations. Empires only. As a border defense, slows down barbarian invaders.
  Cathedral / Great	500	520	2		5	Cities only. Need a church or mosque. Religious player only. Same effects as churches / mosques, but also provide income to both the nation and the religious player.
 City Walls	100 x next level	24	0		2	Cities only. The more your fortify, the more it costs (e.g. level 5 costs 500). Kingdoms pay higher price than Empires. Increase resistance of city and duration of sieges.
 Port	200	36	0		5	Coastal provinces without an existing port can have one built. Main role is they are necessary to build ships.



List of Religions and Heresies

(in brackets the faith[s] to which the heresies are considered heretic to)

RELIGIONS

	Catholic Christianity		Judaism		Mazdeism
	Orthodox Christianity		Northern Paganism		Nomadic Chamanism
	Sunni Islam		Germanic Paganism		
	Shiite Islam		Mediterranean Paganism		

MAJOR HERESIES (Religion of origin) / Duration

	Arianism (CAT) / IV°-VII°		Acacianism, Acacian schism (CAT) / 484-518 / appears if Monophysitism exists		Paulicianism (Various) / VII°-XI°
	Donatism (CAT) / IV°-VI°		Mazdakism (MAZ) / VI°-IX°		Mutazilism, Free-will heterodoxy (SUN) / VII°-XI°
	Pelagianism (CAT) / V°-VI°		Monotheletism (CAT) / VII°-VIII° / Appears if Monophysitism exists		Iconoclasm (CAT) / VIII°-IX°
	Nestorianism (CAT) / V°-XI°		Kharijism (SUN) / VII°-XI°		Nusayrism or Alevism, Alawism(SHI) / IX°-XI°
	Monophysitism(CAT) / V°-XI°				

MINOR HERESIES (Religion of origin) / Duration

	Apollinarianism(CAT) / IV°-V°		Isawism(JUD) / VII°-VIII°		Bogomilism (Various) / X°-XI°
	Priscillianism (CAT) / IV°-VI°		Barghawatism(Various) / VIII°-XI°		Druzism or Muwahhidunism(SHI) / XI°
	Origenism (CAT) / IV°-VI°		Karaism (JUD) / VIII°-XI°		
	Aquilism, Schism of Aquileia (CAT) / 553-63		Adoptionism (CAT) / VIII°-IX°		



Religious Data

This concerns mostly faith points, and conversions abilities and percentages.

Faith Points

Here is the quantity, frequency, sources and calculations of FP.

Origin	Base (FP)	Frequency	Modifiers	Remarks
Christian Missionary	1 / POP of same Christian faith	January	50% = Islam majority in region 50% = Heretics in region	Per Christian (Catholic, then Orthodox later) population point, whoever controls the region.
Christian Religious Infrastructures	- Monastery = 1 - Cathedral = 0.5 - Wonder = 1	Monthly	50% = region looted 50% = Heretics in region	For the moment Wonder design is not implemented yet.
Christian special 1: Holy Cities	- Rome = 10 - Byzantium = 5 * - Antioch = 5 ** - Alexandria = 5 ** - Paris = 10 ***	January September	50% = region looted 50% = Heretics in region	*: Double once the Orthodox faith is in play. **: Only if no Monophysite heresy in play, else 0. ***: Only once the Franks are Christian fanatics (event), else 0
Christian special 2: Orthodoxy	Photius = 20 *	January September	None	*: Only if in play, else 0.
Christian special 3: Christian Characters	- Clovis = 1 * - Charlemagne = 2 - Photius = 1 **	January September	None	*: Only if in play, else 0. **: Only if in play, else 0. Also applies only to Orthodox
Muslim Missionary	0.5 / POP of same Muslim faith	January	50% = if all POP in region is of Muslim religion	Per Muslim (Sunni, then Shiite later) population point, whoever controls the region.
Muslim Religious Infrastructures	- Great Mosque = 1 - Wonder = 1	Monthly	None	For the moment, Great Mosques cannot be built, they appear via events. Similarly, Wonder design is not implemented yet.
Muslim special 1: Holy Cities	- Mecca = 10 - Damascus = 5 * - Kairwan = 5 ** - Cairo = 5 ** - Jerusalem = 5 ***	January September	50% = region looted 50% = Heretics in region	*: Only if controlled AND before the Abassids are in play, else 0. **: Only if controlled AND before the Fatimids are in play, else 0. ***: Only if controlled AND before the Shiite heresy appears, else 0.
Muslim special 2: Birth of Islam Characters	- Mahomet = 20 * - Jihad = 5 ** - Omar = 5 ***	January September	None	*: Only if in play, else 0. **: Only if a Jihad is currently underway, else 0. ***: Only if in play, else 0.
Muslim special 3: Shiite Islam Characters	Ali = 20 *	January September	None	*: Only if in play, else 0.
Events	Event-based = ?	Upon occurrence	None	
Various	?	Upon occurrence	None	



Missionary Location and Appearance

Once a missionary has been obtained, it will appear in the game at specific locations.

Type	Location	Counts	Remarks
Christian Missionary	▪ Rome	▪ The first three (3) to appear, then every 9 to appear.	
	▪ Monastery	▪ One every 4, 7 and 8 to appear.	Choose Monastery in following order : • 1 - Ireland (if any). • 2 – Closest monastery to Rome in region with 100% Catholics • 3 – Closest monastery to Byzantium in region with 100% • 4 - random
	▪ Byzantium	▪ One every 5 to appear.	
	▪ Alexandria	▪ One every 6 to appear.	
	▪ Province Capital of 100% Christian region	▪ Appear immediately after those in Rome, but do not count them in frequency for the above.	Choose Province in following order : • 1 - Ireland (if any). • 2 – Closest region to Rome with 100% Catholics • 3 – Closest region to Byzantium with 100% 4 - random
Muslim Missionary	▪ Mecca	▪ The first three (3) to appear, then every other to appear, except in case of Jihad (also except in case of characters).	When Mahomet and Omar are in play, do not apply. Check character location instead.
	▪ Jihad	▪ The first five (5) to appear, then every 9 to appear.	Only if a Jihad is currently underway, else 0.
	▪ Character	▪ Each other that appear.	Applies when Mahomet, Omar and Ali are in play.
Historical Characters	▪ Missionary Character database	▪ None	Database gives location, name, age and EV
Events	▪ Event-based = ?	▪ None	Events describes location, name, age and EV



Christian Conversions

Here is the list of values versus other religions.

Target Population	DCS	Modifiers to DCS (all cumulative)	Remarks
Germanic Pagan (Rural)	50	80% = region with Christian Empire units 110% = in Barbarian nation 90% = in Christian Kingdom 80% = in Christian Empire 110% = Christian Heretics in region or city 110% = region is not civilized	German Paganism is a religion group with the "Weak Beliefs" special feature. So the ACS conversion score will be modified by 110% (as indicated above)
Germanic Pagan (Urban)	40	75% = city with Christian Empire units 100% = in Barbarian nation 90% = in Christian Kingdom 80% = in Christian Empire 120% = Christian Heretics in city	
Mediterranean Pagan (Rural)	30	80% = region with Christian Empire units 110% = in Barbarian nation 90% = in Christian Kingdom 75% = in Christian Empire 120% = Christian Heretics in region or city 110% = region is not civilized	Mediterranean Paganism is a religion group with the "Weak Beliefs" special feature. So the ACS conversion score will be modified by 110% (as indicated above)
Mediterranean Pagan (Urban)	20	75% = city with Christian Empire units 100% = in Barbarian nation 90% = in Christian Kingdom 75% = in Christian Empire 130% = Christian Heretics in city	
Northern Pagan (Anywhere)	70	80% = presence of Christian Empire units 120% = in Barbarian nation 80% = in Christian Kingdom 75% = in Christian Empire 110% = region is not civilized	Northern Paganism is a religion group with the "Strong Beliefs" special feature. So the ACS conversion score will be modified by 90% (as indicated above)
Nomadic Chamanism (Anywhere)	See A	80% = presence of Christian Empire units 120% = in Barbarian nation 80% = in Christian Kingdom 75% = in Christian Empire 110% = region is not civilized	A = The Score for Nomadic Chamanism is totally erratic for each ethnic group with that religion. . There is 50% chance that the DCS will be 20, and the rest of the time the DCS will be 80.
Mazdeist (Anywhere)	60	80% = presence of Christian Empire units 110% = in Barbarian nation 80% = in Christian Kingdom 90% = in Christian Empire	
Christian Heretic (Rural)	80	90% = region Christian Empire units 110% = in Barbarian nation 90% = in Christian Kingdom or Empire 110% = region is not civilized 75% = in Africa, Syria, Aegyptus	A Christian Heresy is a religion group with the "Strong Beliefs" special feature IF attacked by another Christian [Heretic or not] religion (not by other religions missionaries).. So the ACS conversion score will be modified by 90% (as indicated above) versus Christian missionaries. Note also that Orthodox are heretics for Catholics and vice versa.
Christian Heretic (Urban)	70	75% = city with Christian Empire units 100% = in Barbarian nation 80% = in Christian Kingdom 90% = in Christian Empire	
Jews (always Urban)	95	None	If converted, they migrate !
Muslim (Anywhere and of any Muslim faith or Heresy)	90	80% = presence of Christian Empire units 110% = in Barbarian nation 80% = in Christian Kingdom 90% = in Christian Empire	



Muslim Conversions

Here is the list of values versus other religions.

Target Population	DCS	Modifiers to DCS (all cumulative)	Remarks
Germanic Pagan (Rural)	50	110% = in Barbarian nation 90% = in Muslim Kingdom or Empire 110% = region is not civilized	German Paganism is a religion group with the "Weak Beliefs" special feature.
Germanic Pagan (Urban)	40	75% = city with Muslim Empire units 100% = in Barbarian nation 90% = in Muslim Kingdom or Empire	So the ACS conversion score will be modified by 110% (as indicated above)
Mediterranean Pagan (Rural)	30	80% = region with Muslim Empire units 110% = in Barbarian nation 90% = in Muslim Kingdom or Empire 90% = if Jihad in region	Mediterranean Paganism is a religion group with the "Weak Beliefs" special feature.
Mediterranean Pagan (Urban)	20	75% = city with Muslim Empire units 100% = in Barbarian nation 90% = in Muslim Kingdom or Empire 90% = if Jihad in region	So the ACS conversion score will be modified by 110% (as indicated above)
Northern Pagan (Anywhere)	70	80% = presence of Muslim Empire units 120% = in Barbarian nation 90% = in Muslim Kingdom or Empire 110% = region is not civilized	Northern Paganism is a religion group with the "Strong Beliefs" special feature. So the ACS conversion score will be modified by 90% (as indicated above)
Nomadic Chamanism (Anywhere)	See A	80% = presence of Muslim Empire units 120% = in Barbarian nation 80% = in Muslim Kingdom or Empire 75% = if Jihad in region 110% = region is not civilized	A = The DCS for Nomadic Chamanism is totally erratic for each ethnic group with that religion. . There is 50% chance that the DCS will be 20, and the rest of the time the DCS will be 80.
Mazdeist (Anywhere)	50	80% = presence of Muslim Empire units 80% = if Jihad in region 80% = in Muslim Kingdom 90% = in Muslim Empire	
Christian Heretic (Rural)	50	90% = region Muslim Empire units 90% = in Muslim Kingdom or Empire 110% = region is not civilized 90% = if Jihad in region 75% = in Africa, Syria, Aegyptus	
Christian Heretic (Urban)	40	75% = city with Muslim Empire units 90% = in Muslim Kingdom or Empire 80% = if Jihad in region 75% = in Africa, Syria and Aegyptus	
Jews (always Urban)	90	None	If converted, they migrate !
Christian (Rural)	80	80% = region with Muslim Empire units 110% = in Barbarian nation 90% = in Muslim Kingdom or Empire 90% = if Jihad in region 120% = Muslim Heretics in region or city 110% = region is not civilized	
Christian (Urban)	60	75% = city with Muslim Empire units 100% = in Barbarian nation 90% = in Muslim Kingdom or Empire 90% = if Jihad in region 130% = Muslim Heretics in city	



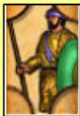
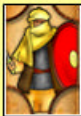
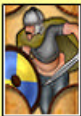
Heretic Muslims (Anywhere)	90	▪ 80% = presence of Muslim Empire units ▪ 110% = in Barbarian nation ▪ 80% = in Muslim Kingdom ▪ 90% = in Muslim Empire ▪ 130% = if Jihad in region	A Muslim Heresy is a religion group with the "Strong Beliefs" special feature IF attacked by another Christian [Heretic or not] religion (not by other religions missionaries).. So the ACS conversion score will be modified by 90% (as indicated above) versus Muslim missionaries. Note also that Shiite are heretics for Sunni and vice versa.
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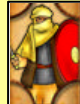
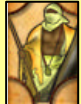
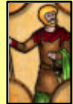
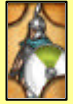




Game Units

This concerns mostly military units

HEAVY INFANTRY									
								Heavy Symbol	
Greek, Hellenistic Rome & civilized	Semitic, Arabic Egyptian	Berber, Desertic	Celtic	Germanic Slavic	Anglo-Saxon Frankish	Scandinavian	Persian, Iranian		
Combat Characteristics				Special Features					
Fire	0	Levy Cost (land):	4 	* Contributes to Heavy Units superiority in combat 					
Shock	4								
Resistance	5	Gold cost:	25 	* Desertic & Scandinavian units have extra looting ability 					
Weight	4								
Monthly Move	15	Construction Time (months) :	6 	* Empires receive usually a Heavy Infantry free of charge of Elite status and with higher morale when their original one has been eliminated (which is the Imperial Guard) 					
Men	2000								
Morale	7	Yearly Maintenance (gold):	5 						
Experience	3								

INFANTRY									
									
Greek, Hellenistic Rome & civilized	Semitic, Arabic Egyptian	Berber, Desertic	Celtic	Germanic, Frankish Anglo-Saxon	Slavic	Scandinavian	Persian, Iranian	British	Turkish
Combat Characteristics				Special Features					
Fire	0	Levy Cost (land):	3 	* Contributes to Heavy Units superiority in combat 					
Shock	3								
Resistance	4	Gold cost:	15 	* Desertic & Scandinavian units have extra looting ability 					
Weight	3								
Monthly Move	20	Construction Time (months) :	4 						
Men	2000								
Morale	7	Yearly Maintenance (gold):	3 						
Experience	2								



AUXILLIA



Combat Characteristics

Fire	1	Levy Cost (land):	2
Shock	2		
Resistance	3	Gold cost:	10
Weight	3		
Monthly Move	20	Construction Time (months) :	3
Men	2000		
Morale	7	Yearly Maintenance (gold):	2
Experience	1		

Special Features

* small fire value that contributes to archer superiority in combat.



MILITIA



Combat Characteristics

Fire	0	Levy Cost (land):	3
Shock	1		
Resistance	2	Gold cost:	5
Weight	7		
Monthly Move	15	Construction Time (months) :	2
Men	2000		
Morale	6	Yearly Maintenance (gold):	0
Experience	0		

Special Features

* cheap to build, they do not cost maintenance, but are virtually useless in battles (although they help versus bandits and revolts)
 * most revolt units are militia-types.
 * Low morale

BOWMEN



Combat Characteristics

Fire	2	Levy Cost (land):	1
Shock	1		
Resistance	1	Gold cost:	10
Weight	1		
Monthly Move	20	Construction Time (months) :	6
Men	1000		
Morale	8	Yearly Maintenance (gold):	2
Experience	3		

Special Features

* Contributes to Archer superiority in combat
 * Long to build (training)
 * Higher morale





LIGHT HORSES AND SPECIAL LIGHT CAVALRIES

				Camels 		Horsemen
Western nations	Semitic, Arabic Iranian, Persian	Berber, Deseritic	Hunnish, Turkish	Arabic, Deseritic	Nomadic Barbarians	Arabic
Combat Characteristics Fire 1 / 2 □ Levy Cost (land): 2 Shock 1 Resistance 2 Gold cost: 20 Weight 1 Monthly Move 30 Construction Time (months) : 4 Men 1000 Morale 7 Yearly Maintenance (gold): 4 Experience 3				Special Features * Contributes to Cavalry Units superiority in combat * Also contribute to Archer superiority in combat (fire of 1) * Nomadic Light horses □ have double fire value than the others * Camels do not suffer attrition in Deseritic areas and have 1 fire value increased to 2 if Nomadic barbarians * Light horses are deadly in pursuits, because their shock value is doubled.		

CAVALRY

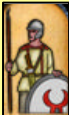
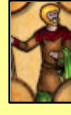
Greek, Hellenistic Rome & civilized	Semitic, Arabic Egyptian	Berber	Germanic, Frankish Slavic, Scandinavian	Persian, Iranian	Turkish	Hunnish
Combat Characteristics Fire 0 / 3 □ Levy Cost (land): 2 Shock 2 Resistance 3 Gold cost: 30 Weight 3 Monthly Move 25 Construction Time (months) : 6 Men 1000 Morale 7 Yearly Maintenance (gold): 6 Experience 3				Special Features * Contributes to Heavy Units superiority in combat * Some Persian (1) and Nomadic cavalries (3) also contribute □ to Archer superiority in combat * Long to build * Cavalry is deadly during pursuits, because its shock value is doubled then, and even tripled for Nomads in palins and steppes.		

HEAVY CAVALRY

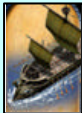
					Nobles 			Heavy Symbol
Greek, Hellenistic, Rome & civilized, Scandinavian	Arabic	Persian, Turkish	Germanic Slavic	Hunnish	Arabic	Germanic	Hunnish	
Combat Characteristics Fire 0 Levy Cost (land): 2 Shock 3 Resistance 5 Gold cost: 50 Weight 3 Monthly Move 22 Construction Time (months) : 9 Men 1000 Morale 8 Experience 4 Yearly Maintenance (gold): 10				Special Features * Contributes to Heavy Units and Cavalry superiority in combat * Nobles are Barbarian only units, often elite * Cataphract shock tripled in clear terrains, but also cost 50% more gold and time (75 gold, 12 months) to build. Always Elite units * Knights shock tripled in clear terrains, but also cost 20% more gold (60 gold) but only 8 months to build. Always elite units. * Nobles and Catphracts also have 1 fire value. cellent polyvalent units * Other heavy units shock value doubled in clear terrains.				



SPECIAL UNITS					
Cataphracts	Vikings	Knights	Elephants	Frankish Infantry	Bandits
Byzance, Rome	Persians	Scandinavian	Western Europe	Persian	Franks & West Germans
by Event					
Combat Characteristics and costs (Variable)				Special Features	
	Cataphracts	Knights	Vikings	Franks	
Fire	1	0	1	1	* Cataphracts contributes to Heavy Units, Archer and Cavalry superiority in combat, and are also elite units
Shock	2	3	4	4	However, they cost 75 gold and takes 12 months to build.
Resistance	6	6	5	5	* Knights contributes to Heavy Units and Cavalry superiority in combat and are also elite units, available in Western Europe after 900 AD
Weight	2	2	3	3	However, they cost 60 gold and takes 8 months to build.
Monthly Move	22	22	15	15	* Viking are Scandinavian heavy units but of light weight, always elite
Men	500	500	1000	2000	* Frankish Infantry has 1 fire on first combat round, and is heavy unit too
Morale	9	9	8	8	* Elephants are like heavy cavalry, but may disappear randomly in combat
Experience	5	4	4	3	

GARRISONS									
									
Greek, Hellenistic Rome & civilized	Semitic, Arabic Egyptian	Berber, Desertic	Celtic	Germanic, Frankish Anglo-Saxon	Slavic	Scandinavian	Persian, Iranian	Turkish, Hunnish	Limes
Combat Characteristics				Special Features					
Fire	1	Levy Cost (land):	NA	* Garrisons do not appear on map, but will only be present when a city is assaulted.  Their fire vlaue is increased by city defense level.					
Shock	3								
Resistance	5	Gold cost:	NA						
Weight	3								
Monthly Move	0	Construction Time	NA	* There are as many garrison units in a city as its fortification level. and Empire garrisons have a better morale 					
Men	2000								
Morale	7	Yearly Maintenance (gold):	NA	* Limes also only fight like garrisons if alone when their province is invaded. If not alone, they absorbed 2 hits inflicted by the enemy at no cost.					
Experience	2			They cannot retreat, so are destroyed if forced to do so (building removed)					



COMBAT SHIPS						
Galley	Warship	Dhows	Pirate Ship	Dromon	Fire Dromon	Drakkars
						
Civilized Mediterranean	Northern Seas	Muslim ships	Pirates	Byzantine ships only		Scandinavian
Combat Characteristics Fire 1 Shock 3 Resistance 4 Weight 2 Monthly Move 25 to 50 Men 10 Morale 7 Experience 2 Transport 6			Special Features * Drakkars are the only ship able to enter rivers, faster and stronger ships reserved to Scandinavian ethnic (they also suffer less at sea from risk levels) * Dromons are faster, stronger and costly to build/maintain (Byzance only) * Fire Dromons are allowed only after Greek fire is invented (around 600 AD) and have a huge fire value of 5 (+ 1 automatic kill on enemy fleet) * All ships are usually costly and long to build and maintain * Pirates ships cannot be constructed * Drakkars and Dromons have a higher morale.			Drakkars have the unique ability to navigate on rivers!
Levy Cost (naval): 3 Gold cost: 50 Construction Time (months) : 9 Yearly Maintenance (gold): 10 <i>costs above are based on galleys</i>						

NON-COMBAT UNITS			
Supply Wagon	Siege Train	Transport Ship	Hordes
			
These units are shared by all nations			
Combat Characteristics Supply 0 Siege 2 / 30 Shock 0 Resistance 2 Weight 3 Monthly Move 15 Men 2000 Morale 6 Experience 2		Special Features * Supply wagons help taking attrition losses instead of units and have a resistance multiplied by 10 for that purpose (only) * Siege Trains help speed up city sieges and assaults and use the second value in such a case * Transport ships do not fight, but have a large transport capacity of 10 * Hordes are only for barbarian nation. They do not attack but defend strongly	
Levy Cost: 2 each Gold cost: Siege 50, Supply 20 Construction Time (months) : Siege 12, Supply 6 Yearly gold Maintenance: Siege 15, Supply 5			